

CI6206

Internet Programming

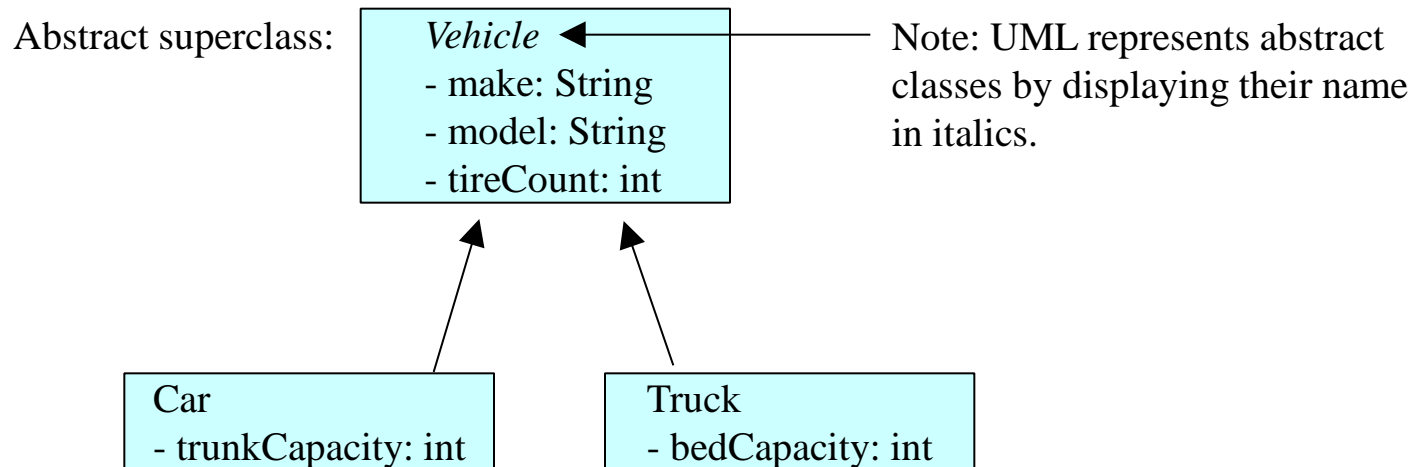
Abstract Classes and Interfaces

What is an Abstract class?

- **Superclasses** are created through the process called "generalization"
 - **Common features** (methods or variables) are factored out of object classifications (ie. classes).
 - The classes from which the common features were taken become subclasses to the newly created super class
- Often, the superclass does not have a "meaning" or does not directly relate to a "thing" in the real world
 - It is an artifact of the generalization process
- Because of this, **abstract classes cannot be instantiated**
 - They act as place holders for abstraction

Abstract Class Example

- In the following example, the subclasses represent objects taken from the problem domain.
- The superclass represents an abstract concept that does not exist "as is" in the real world.



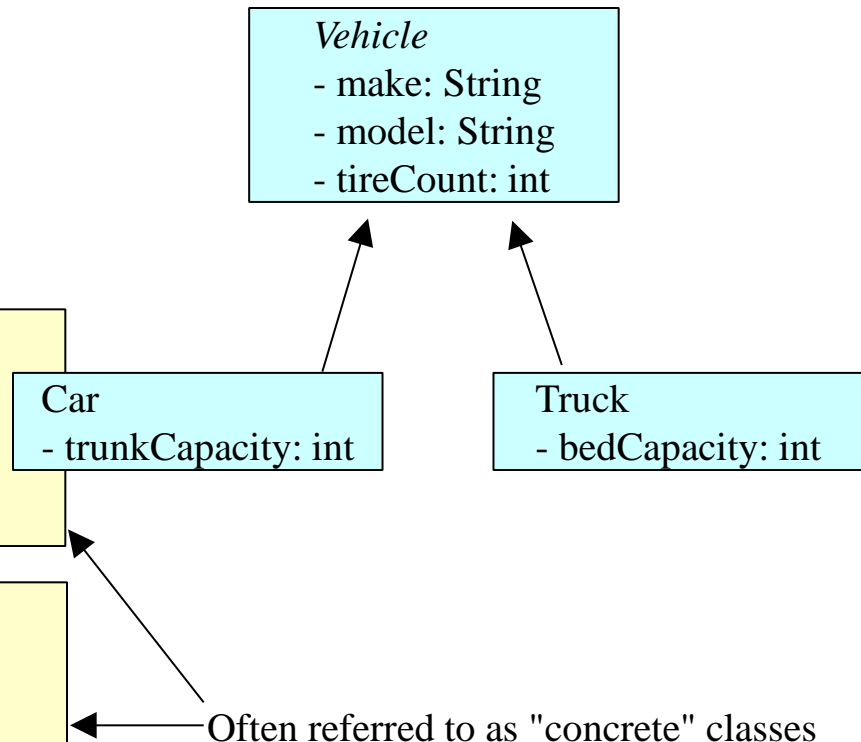
Defining Abstract Classes

- Inheritance is declared using the "extends" keyword
 - If inheritance is not defined, the class extends a class called Object

```
public abstract class Vehicle
{
    private String make;
    private String model;
    private int tireCount;
    [...]
```

```
public class Car extends Vehicle
{
    private int trunkCapacity;
    [...]
```

```
public class Truck extends Vehicle
{
    private int bedCapacity;
    [...]
```

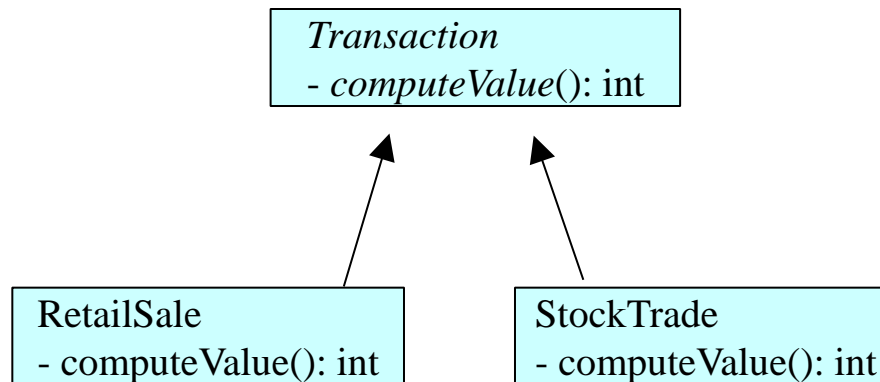


Abstract Methods

- Methods can also be abstracted
 - An abstract method is one to which a signature has been provided, but no implementation for that method is given.
 - An Abstract method is a placeholder. It means that we declare that a method must exist, but there is no meaningful implementation for that methods within this class
- Any class which contains an abstract method **MUST** also be abstract
 - Any class which has an incomplete method definition cannot be instantiated (ie. it is abstract)
- Abstract classes can contain both concrete and abstract methods.
 - If a method can be implemented within an abstract class, and implementation should be provided.

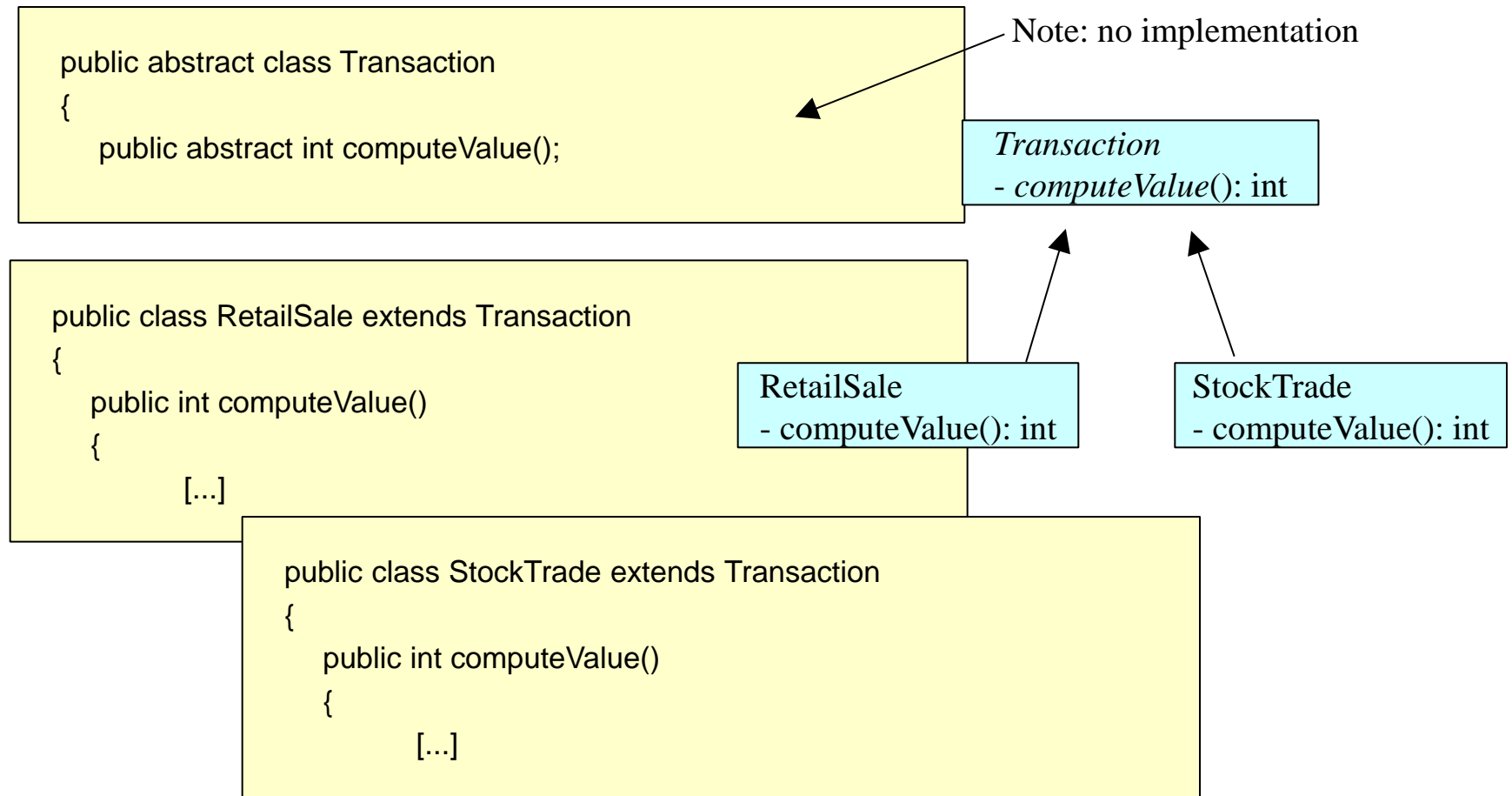
Abstract Method Example

- In the following example, a Transaction's value can be computed, but there is no meaningful implementation that can be defined within the Transaction class.
 - How a transaction is computed is dependent on the transaction's type
 - *Note: This is polymorphism.*



Defining Abstract Methods

- Inheritance is declared using the "extends" keyword
 - If inheritance is not defined, the class extends a class called Object



What is an Interface?

- An interface is similar to an abstract class with the following exceptions:
 - All methods defined in an interface are abstract. Interfaces can contain no implementation
 - Interfaces cannot contain instance variables. However, they can contain public static final variables (ie. constant class variables)
- Interfaces are more abstract than abstract classes
- Interfaces are implemented by classes using the "implements" keyword.

Declaring an Interface

In Steerable.java:

```
public interface Steerable
{
    public void turnLeft(int degrees);
    public void turnRight(int degrees);
}
```

When a class "implements" an interface, the compiler ensures that it provides an implementation for all methods defined within the interface.

In Car.java:

```
public class Car extends Vehicle implements Steerable
{
    public int turnLeft(int degrees)
    {
        [...]
    }

    public int turnRight(int degrees)
    {
        [...]
    }
}
```

Implementing Interfaces

- A Class can only inherit from one superclass. However, a class may implement several Interfaces
 - The interfaces that a class implements are separated by commas
- Any class which implements an interface must provide an implementation for all methods defined within the interface.
 - NOTE: if an abstract class implements an interface, it NEED NOT implement all methods defined in the interface. HOWEVER, each concrete subclass MUST implement the methods defined in the interface.
- Interfaces can inherit method signatures from other interfaces.

Declaring an Interface

In Car.java:

```
public class Car extends Vehicle implements Steerable, Driveable
{
    public int turnLeft(int degrees)
    {
        [...]
    }

    public int turnRight(int degrees)
    {
        [...]
    }

    // implement methods defined within the Driveable interface
```

Java Servelets

- A `servlet` is an instance of a class that implements the `java.servlet.Servlet` interface.
- The **`javax.servlet`** and **`javax.servlet.http`** packages provide interfaces and classes for writing servlets.
- All servlets must implement the **`Servlet`** interface, which defines life-cycle methods.
- When implementing a generic service, you can use or extend the **`GenericServlet`** class provided with the Java Servlet API.
- The **`HttpServlet`** class provides methods, such as `doGet` and `doPost`, for handling HTTP-specific services.

- **javax.servlet.http.HttpServlet**

Signature: public abstract class HttpServlet extends GenericServlet implements java.io.Serializable

- HttpServlet defines a HTTP protocol specific servlet.
- HttpServlet gives a blueprint for Http servlet and makes writing them easier.
- HttpServlet extends the GenericServlet and hence inherits the properties GenericServlet.

```
import java.io.*;
import javax.servlet.*;
import javax.servlet.http.*;
public class SomeServlet extends HttpServlet {
public void doGet(HttpServletRequest request, HttpServletResponse
response) throws ServletException, IOException {
    // Use "request" to read incoming HTTP headers (e.g. cookies)
    // and HTML form data (e.g. data the user entered and submitted)
    // Use "response" to specify the HTTP response line and headers
    // (e.g. specifying the content type, setting cookies).
    PrintWriter out = response.getWriter();
    // Use "out" to send content to browser } }
```

- <http://docs.oracle.com/javaee/1.3/api/javax/servlet/http/HttpServletRequest.html>