



# COMPUTER PROGRAMMING

## WEEK 7

(MAR 13–17, 2023)

Instructor:

**Abdul Aziz**  
Assistant Professor  
(Computer Science Department)  
National University- FAST (KHI Campus)

# ACKNOWLEDGMENT

- Publish material by Virtual University of Pakistan.
- Publish material by Deitel & Deitel.
- Publish material by Robert Lafore.

# THE SUBCLASS

- Inherits the data and methods of the parent class
- Does not inherit the constructors of the parent class

Opportunities:

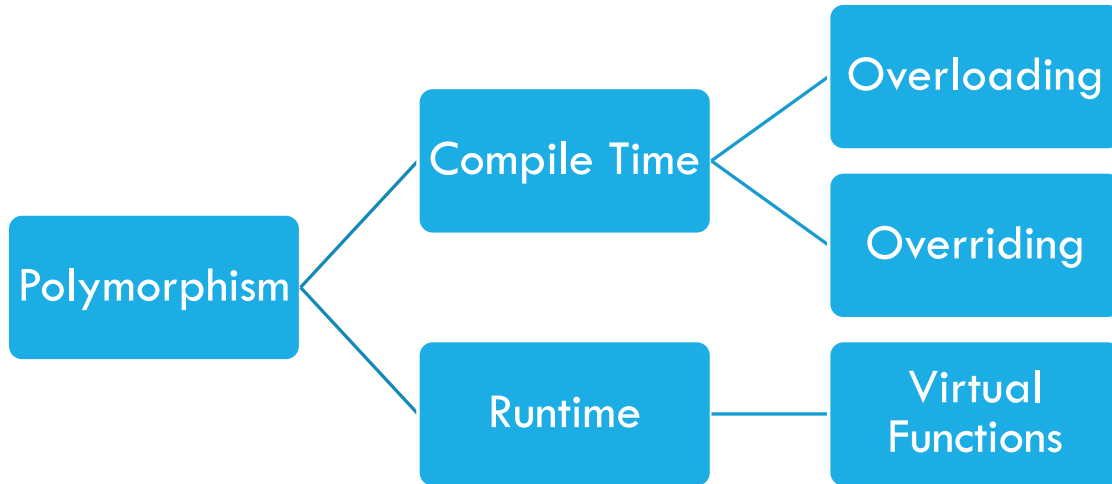
- 1) add new data
- 2) add new methods
- 3) change the implementation of parent method.

# INVOKING PARENT CLASS CONSTRUCTORS

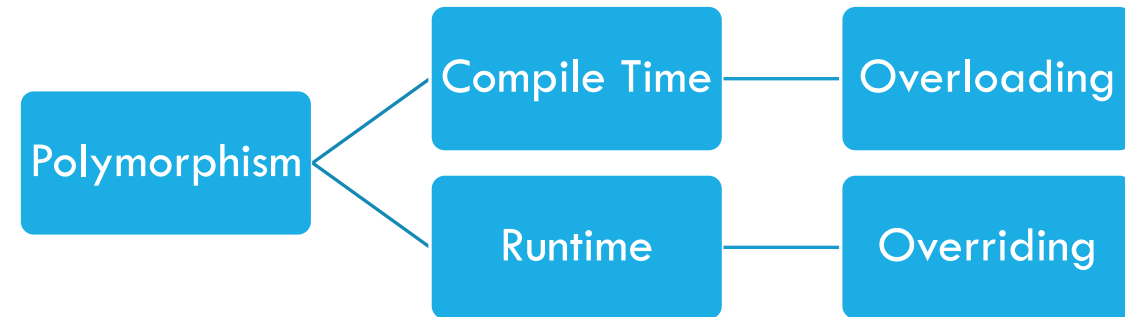
```
public class Employee{
    protected String name;
    protected double salary;
    protected Date birthDate;
    public Employee( String name, double salary, Date birthDate){
        this.name = name;
        this.salary = salary;
        this.birthDate = birthDate;
    }
    //...
}
```

```
public class Manager extends Employee{
    private String department;
    public Manager( String name, double salary, Date birthDate,
        String department){
        super(name, salary, birthDate);
        this.department = department;
    }
    //...
}
```

# POLYMORPHISM



In Object Oriented Paradigm



In Java

# OVERLOADING METHODS

*Polymorphism*: the ability to have many different forms

- Methods overloading:
  - methods having the **same name**,
  - argument list **must** differ,
  - return types **can be** different, but we cannot overload on return type
- Example:

```
public void println(int i)
public void println(float f)|
public void println(String s)
```

# OVERLOADING METHODS

The arguments can be differ in:

```
public void println (int i)
```

1- change number of arguments.

```
public void println(int i, string s, float f)
```

2- change type (data type) of arguments.

```
public void println(float i)
```

3- change position of arguments.

```
public void println(string s, float f, int i)
```

# OVERRIDING METHODS

- A subclass can modify the **behavior** inherited from a parent class
- A subclass can create a method with different functionality than the parent's method but with the:
  - same **name**
  - same **argument list**
  - same **return type**



# EXAMPLE

```
public class Employee{
    protected String name;
    protected double salary;
    protected Date birthDate;
    public Employee( ... ){
        // ...
    }
    public String toString(){
        return "Name: "+name+" Salary: "+salary+" B. Date:"+birthDate;
    }
}
```

```
public class Manager extends Employee{
    private String department;
    public Manager( ... ){
        // ...
    }

    public String toString(){
        return "Name: "+name+" Salary: "+salary+" B. Date:"+birthDate
            +" department: "+department;
    }
}
```

# INVOKING OVERRIDDEN METHODS

```
public class Employee{
    protected String name;
    protected double salary;
    protected Date birthDate;
    public Employee( ... ){
        // ...
    }
    public String toString(){
        return "Name: "+name+" Salary: "+salary+" B. Date:"+birthDate;
    }
}
```

```
public class Manager extends Employee{
    private String department;
    public Manager( ... ){
        // ...
    }
    public String toString(){
        return super.toString() + " department: "+department;
    }
}
```

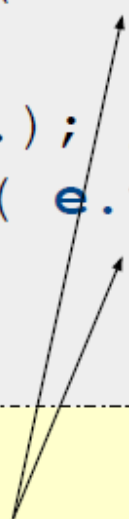
# OVERRIDDEN METHODS CANNOT BE LESS ACCESSIBLE

```
public class Parent{  
    public void foo(){}  
}  
  
public class Child extends Parent{  
    private void foo(){} //illegal  
}
```

# Overriding Methods

- *Polymorphism*: the ability to have many different forms

```
Employee e = new Employee(...);  
System.out.println( e.toString() );  
  
e = new Manager(...); //Correct  
System.out.println( e.toString() );
```



Which `toString()` is invoked?

# Static vs. Dynamic type of a reference

```
// static (compile time) type is: Employee  
Employee e;
```

```
// dynamic (run time) type is: Employee  
e = new Employee();
```

```
// dynamic (run time) type is: Manager  
e = new Manager();
```

# Polymorphic Arguments

```
public String createMessage( Employee e ){
    return "Hello, "+e.getName();
}

//...
Employee e1 = new Employee("Endre",2000,new Date(20,8, 1986));
Manager m1 = new Manager("Johann",3000,
                        new Date(15, 9, 1990),"Sales");

//...
System.out.println( createMessage( e1 ) );
System.out.println( createMessage( m1 ) );
```

# Heterogeneous Arrays

```
Employee emps[] = new Employee[ 100 ];
emps[ 0 ] = new Employee();
emps[ 1 ] = new Manager();
emps[ 2 ] = new Employee();
// ...

// print employees
for( Employee e: emps ){
    System.out.println( e.toString() );
}

// count managers
int counter = 0;
for( Employee e: emps ){
    if( e instanceof Manager ){
        ++counter;
    }
}
```

# Static vs. Dynamic type of a reference

```
Employee e = new Manager("Johann", 3000,  
                           new Date(10, 9, 1980), "sales");  
System.out.println( e.getDepartment() ); // ERROR
```

//**Solution**

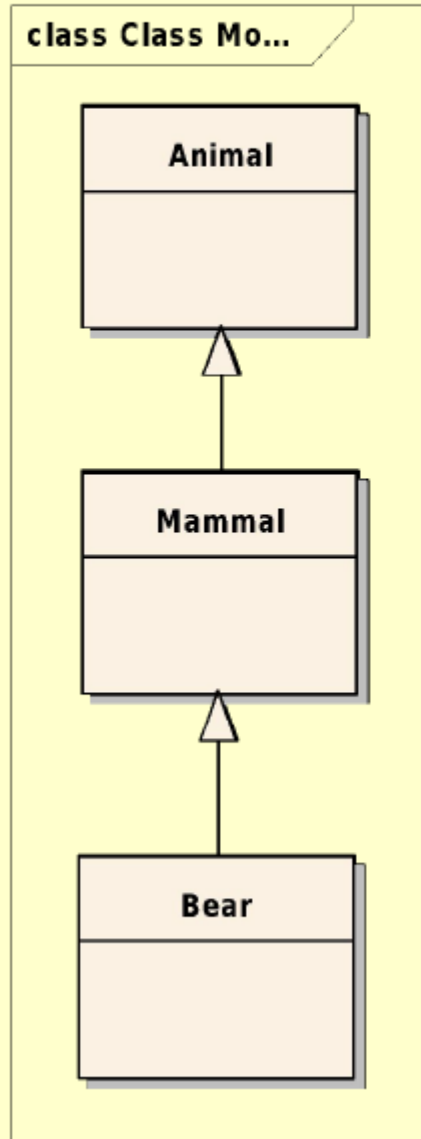
```
System.out.println( ((Manager) e).getDepartment() ); // CORRECT
```

//**Better Solution**

```
if( e instanceof Manager ) {  
    System.out.println( ((Manager) e).getDepartment() );  
}
```



# The instanceof Operator



```
Animal a = new Bear();
```

```
//expressions
```

```
a instanceof Animal → true
```

```
a instanceof Mammal → true
```

```
a instanceof Bear → true
```

```
a instanceof Date → false
```