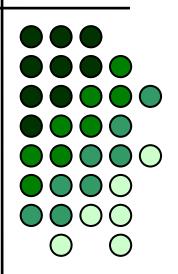
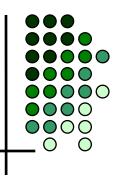
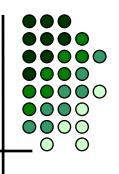
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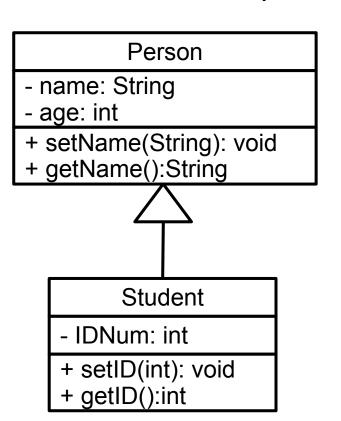


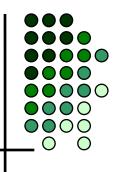
#### Review on Class Inheritance

- Java allows classes to extend other classes
  - i.e. sub classes extend parent classes
- Sub classes inherit all attributes and methods of the parent classes

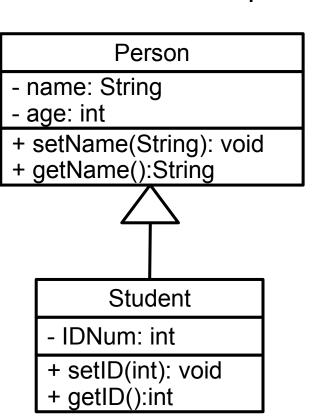


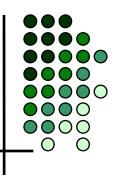
```
public class Person
  private String name;
  private int age;
  public void setName(String name)
     this.name=name;
   public String getName()
     return name;
```



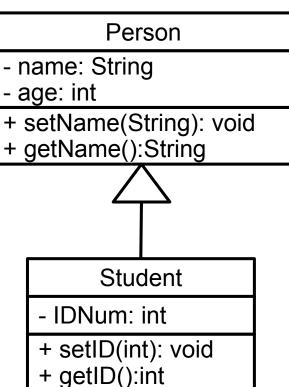


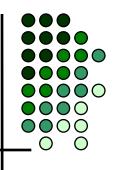
```
public class Student extends Person
  private int IDNum;
  public void setID(int IDNum)
     this.IDNum=IDNum;
  public void getID()
     return IDNum;
```





```
public class Driver
  public static void main(String[] args)
     Person p=new Person();
     p.setName("George");
     Student s=new Student();
     s.setName("Ringgo");
     s.setID(10105476);
```



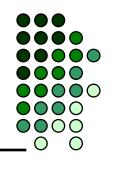


- Unlike methods, constructors are not inherited
- Subclasses must have their own implementation of constructors

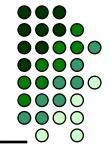


```
public class Person
  private String name;
  public Person(String name)
     setName(name);
  public void setName(String
     name)
     this.name=name;
```

```
public class Student extends Person
   private int ID;
   public Student(String name)
      this(name,000000);
   public Student(String name, int
      setName(name);
      this.ID=ID;
```

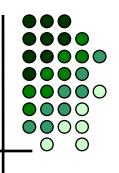


- Java provides the super keyword which can be used to refer to the parent class
- It is similar to the this keyword in functionality
- The super keyword can be used to call a parent class' constructor or refer to the attributes and methods of the parent class



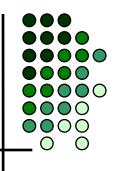
```
public class Person
  private String name;
  public Person(String name)
     setName(name);
  public void setName(String
     name)
     this.name=name;
```

```
public class Student extends Person
   private int ID;
   public Student(String name)
      super(name);
   public Student(String name, int
      super.setName(name);
      this.ID=ID;
```

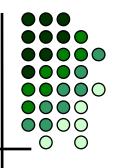


## Method Overriding

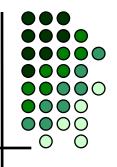
- A subclass can redefine a superclass' method by using the same signature
- When that method is called in the subclass, the subclass' version is automatically called.



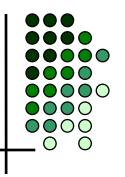
```
public class RegularEmployee
  int nYearsWorking;
  public Employee(int nYearsWorking)
     this.nYearsWorking=nYearsWorking;
  public double getSalary()
     return nYearsWorking*1000;
```



```
public class Manager extends RegularEmployee
  private int nEmployees;
  public Manager(int nYearsWorking)
   super(nYearsWorking);
   nEmployees=5;
  public double getSalary()
   return super.getSalary()*nEmployees;
```

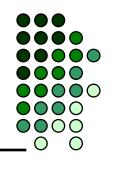


```
public class Driver
  public static void main(String[] args)
   Employee emp1=new Employee(5);
   Manager mngr1=new Manager(5);
   System.out.println("Employee: "+emp1.getSalary());
   System.out.println("Manager: "+mngr1.getSalary());
       Screen Output:
          Employee: 5000
          Manager: 25000
```

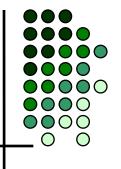


## Method Overloading

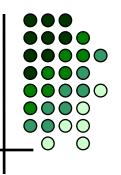
- Defining methods having the same name multiple times
- These definitions differ only on their parameters



```
public class Student
   float fGrade;
   public void assignGrade(float fGrade)
    this.fGrade=fGrade;
   public void assignGrade(char cGrade)
    switch(cGrade)
         case 'A': fGrade=4.0; break;
         case 'B': fGrade=3.5; break;
         case 'C': fGrade=3.0; break;
         case 'D': fGrade=2.5; break;
   public float getGrade(){ return fGrade; }
```



```
public class Test
                     Screen Output:
                                           Grade 1: 1.0
                                           Grade 2: 3.5
  public static void main(String[] args)
   Student s1=new Student();
   s1.assignGrade(1.0);
   System.out.println("Grade1: "+s1.getGrade());
   s1.assignGrade('B');
   System.out.println("Grade2: "+s1.getGrade());
```



# Similarity of Method Overloading and Overriding

Multiple methods having the same name

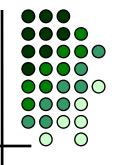


#### **Overloading**

- Different types, number or order of parameters
- Can overload within the class or from superclasses

#### **Overriding**

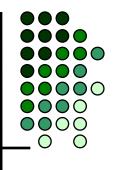
- Same types, number, and order of parameters
- Can override methods that are in the superclasses
- Should have same return type as overridden method
- Access modifier cannot be more limiting than the overridden method



```
public class banana
{
    public void eat()
    {
       System.out.println("Peel");
       System.out.println("Eat");
    }
}
```

```
public class bananaQ extends
    banana
{
    public void eat()
    {
        System.out.println("Peel");
        System.out.println("Cook");
        System.out.println("Eat");
    }
}
```

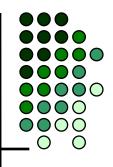
## overriding



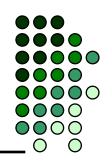
```
public class kamote
{
    public void eat()
    {
       System.out.println("Cook");
       System.out.println("Eat");
    }
}
```

## overloading

```
public class kamoteQ
   private String sColor;
   private float fQuality;
   public void setInfo(String sColor)
        this.sColor=sColor;
   public void setInfo(String sColor,
        float fQuality)
        setInfo(sColor);
        this.fQuality=fQuality;
```



```
public watermelon
   public void sing()
    System.out.println("Watermelon ... akong ... nais
   malaman ... maaari bang magtanong?");
public watermelonQ extends watermelon
                                            overloading
   public void sing(int nRepetition)
    for(int i=0;i<nRepetition;i++)</pre>
        sing();
```



#### **Employee**

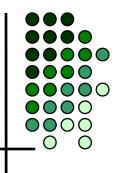
- name: String
- department: String
- ID: int
- yrsWorked: float
- + getSalary():float

Teller

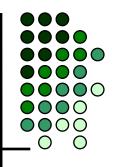
+ getSalary():float

Manager

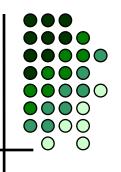
- employees: int
- + getSalary():float



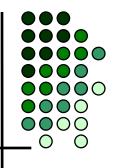
- The salary of an employee is the number of years worked \* 500;
- The salary of the teller is calculated as: number of years worked \* 1000.
- The salary of the manager is calculated as: number of years work \* number of employees \* 500.
- Create a Display class which will have the displayEmployeeSalary() method. Implement this method such that it will print out the correct salary of a manager or a teller object.



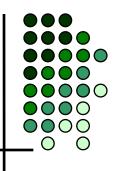
```
public class Employee
 String name;
 int id;
 String department;
 int yrsWorked;
 public int getSalary()
   return yrsWorked*500;
 //get and set functions
```



```
public class Teller extends Employee
 public int getSalary()
  return yrsWorked*1000;
```



```
public class Manager extends Employee
 int employees;
 public int getSalary()
  return yrsWorked*employees*500;
```

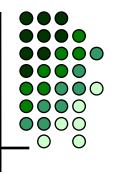


## Displaying employee salary:

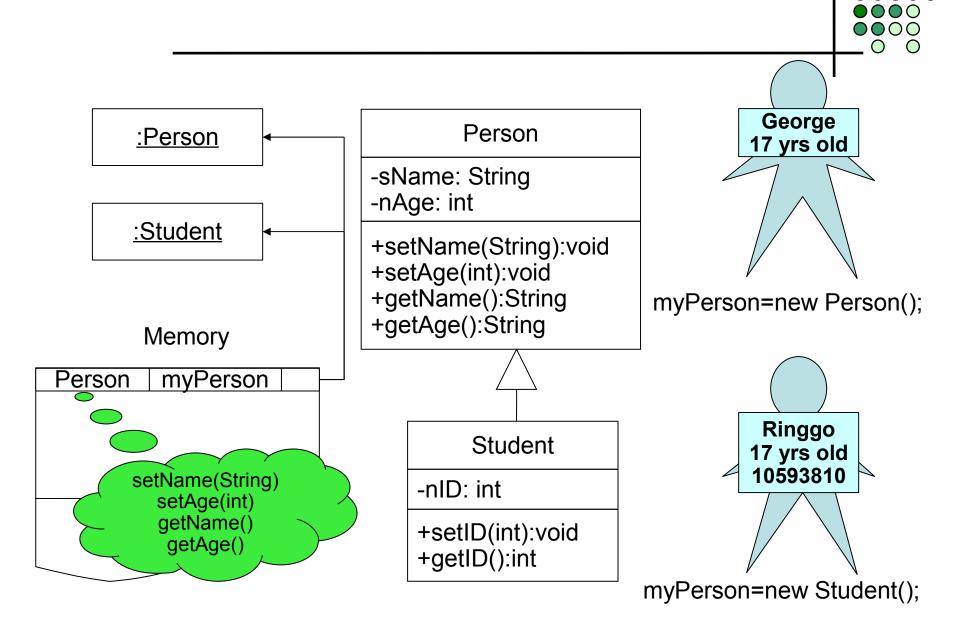
- What approach should be used?
- Overloading

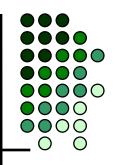
```
public void displayEmployeeSalary(Manager m){...}
public void displayEmployeeSalary(Teller t){...}
```

 What happens if there are very many different types of employees?



- Since a subclass extends the super class, then it is simply a more specialized type of the super class
- It is more specific than a superclass, but all the attributes and methods of a super class are still present in the subclass
- This allows an identifier assigned to the superclass type to point to a sub class object





```
public class Display
 public void displayEmployeeSalary(Employee eEmp)
   System.out.println("Name: " + eEmp.getName());
   System.out.println("Salary: "+ eEmp.getSalary());
public class Driver
 public static void main(String[] args)
   Manager m=new Manager();
   Teller t=new Teller();
   Display d=new Display();
   d.displayEmployeeSalary(m);
   displayEmployeeSalary(t);
```

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