

## LSP中关于subtyping

### Behavioral subtyping

- **Compiler-enforced rules in Java (static type checking)**
  - Subtypes can add, but not remove methods 子类型可以增加方法，但不可删
  - Concrete class must implement all undefined methods 子类型需要实现抽象类型中的所有未实现方法
  - Overriding method must return same type or subtype 子类型中重写的方法必须有相同类型的返回值或者符合co-variance的返回值
  - Overriding method must accept the same parameter types 子类型中重写的方法必须使用同样类型的参数或者符合contra-variance的参数
  - Overriding method may not throw additional exceptions 子类型中重写的方法不能抛出额外的异常，抛出相同或者符合co-variance的异常
- **Also applies to specified behavior (methods):**
  - Same or stronger invariants 更强的不变量
  - Same or weaker preconditions 更弱的前置条件
  - Same or stronger postconditions 更强的后置条件
- **LSP is a particular definition of a **subtyping** relation, called **(strong) behavioral subtyping** 强行为子类型化**
- **In programming languages, LSP is relied on the following restrictions:**
  - **Preconditions** cannot be strengthened in a subtype. 前置条件不能强化
  - **Postconditions** cannot be weakened in a subtype. 后置条件不能弱化
  - **Invariants** of the supertype must be preserved in a subtype. 不变量要保持
  - **Contravariance** of method arguments in a subtype 子类型方法参数：逆变
  - **Covariance** of return types in a subtype. 子类型方法的返回值：协变
  - No new **exceptions** should be thrown by methods of the subtype, except where those exceptions are themselves subtypes of exceptions thrown by the methods of the supertype. 异常类型：协变

Liskov  
Substitution  
Principle  
(LSP)

covariance 父类型-->子类型，变得越来越具体或不变

contra-variance 父类型-->子类型，变得越来越具体，或不变

## Covariance (协变)

父类型→子类型：越来越具体specific  
返回值类型：不变或变得更具体  
异常的类型：也是如此。

- See this example:

```
class T {  
    Object a() { ... }  
}
```

```
class S extends T {  
    @Override  
    String a() { ... }  
}
```

- More specific classes may have more specific return types
- This is called **covariance** of return types in the subtype.

```
class T {  
    void b( ) throws Throwable {...}  
}
```

```
class S extends T {  
    @Override  
    void b( ) throws IOException {...}  
}
```

```
class U extends S {  
    @Override  
    void b( ) {...}  
}
```

- Every exception declared for the subtype's method should be a subtype of some exception declared for the supertype's method.

## Contravariance (反协变、逆变)

- What do you think of this code?

```
class T {  
    void c( String s ) { ... }  
}
```

```
class S extends T {  
    @Override  
    void c( Object s ) { ... }  
}
```

父类型→子类型：越来越具体specific  
参数类型：要相反的变化，要不变或越来越抽象

- Logically, it is called **contravariance** of method arguments in the subtype.
- This is actually not allowed in Java, as it would complicate the overloading rules.** 目前Java中遇到这种情况，当作overload看待 ☹

The method c(Object) of type S must override or implement a supertype method

*Arrays are covariant*

*Generics are not covariant*

## Wildcards --> ?

- ArrayList<String> is a subtype of List<String>
- List<String> is not a subtype of List<Object>

## Consider LSP for generics with wildcards

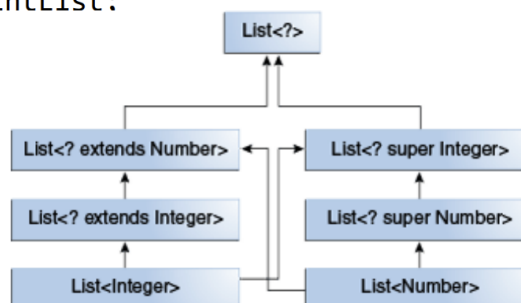
- List<Number> is a **subtype** of List<?>



- List<Number> is a **subtype** of List<? extends Object>
- List<Object> is a **subtype** of List<? super String>

List<? extends Integer> intList = new ArrayList<>();

List<? extends Number> numList = intList;



## delegation

委派模式：通过运行时动态绑定，实现对 其他类中代码的动态复用

一个类不需要继承另一个类的全部方法，通过委托机制调用部分方法

## Composite over inheritance principle

- Or called **Composite Reuse Principle (CRP)**

- Classes should achieve polymorphic behavior and code reuse by their composition (by containing instances of other classes that implement desired functionality) rather than inheritance from a base or parent class.
- It is better to compose what an object can do (**has\_a** or **use\_a**) than extend what it is (**is\_a**).

- **Delegation** can be seen as a reuse mechanism at the **object level**, while **inheritance** is a reuse mechanism at the **class level**. “委托”发生在object层面，而“继承”发生在class层面

- **CRP原则更倾向于使用委派而不是继承来实现复用。**

## Dependency: 临时性的delegation

通过传参的方式委托

```
Flyable f = new FlyWithWings();
Quackable q = new Quack();

Duck d = new Duck();
d.fly(f);
d.quack(q);
```

```
class Duck {
    //no field to keep Flyable object

    void fly(Flyable f) {
        f.fly();
    }
}
```

## Association: 永久性的delegation

通过在类中添加属性

```
Flyable f = new FlyWithWings();
Duck d = new Duck(f);
Duck d2 = new Duck();
d.fly();
```

```
class Duck {
    Flyable f = new CannotFly();

    void Duck(Flyable f) {
        this.f = f;
    }
    void Duck() {
        f = new FlyWithWings();
    }
    void fly() { f.fly(); }
}
```

## Composition: 更强的association, 但难以变化

Composition是Association的一种特殊类型, 其中Delegation关系通过类内部field初始化建立起来, 无法修改。已经给你指定运行类型了

```
Duck d = new Duck();
d.fly();
```

```
class Duck {
    Flyable f = new FlyWithWings();

    void fly() {
        f.fly();
    }
}
```

## Aggregation: 更弱的association, 可动态变化

Aggregation也是Association的一种特殊类型, 其中Delegation关系通过客户端调用构造函数或专门方法建立起来。可以通过方法改变属性的运行类型