

# Nested Classes

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# Introduction

- A class defined within the scope of another class is a **Nested class** or **Inner class**.
- Java has four types, C++ has only one.
- Provide a logical way to group classes.
- Java's four types:
  - **Static nested classes**: No access to members of the enclosing class.
  - **Non-static nested classes/inner classes**: They have access to the members of the enclosing class, even if declared **private**.
  - **Local inner classes**: They are defined within a method.
  - **Anonymous inner classes**: These are defined without a name.
- They allow for increased encapsulation.
- They can lead to more maintainable and readable code.
- Used to implement UML composition composition relationships.

# Static Nested Classes

- These are classes defined within another with the `static` keyword.
- They are not associated with an object, but instead pertain to a class.

```
public class Outer {  
    NestedClass field; // Can have nested class as a field  
    public void aMethod() {  
        NestedClass local = new NestedClass(); // Can be declared in a normal  
                                                method  
    }  
    public static void aStaticMethod() {  
        NestedClass local = new NestedClass(); // Can be declared in a static  
                                                method  
    }  
    public static class NestedClass {  
        ...  
    }  
}
```

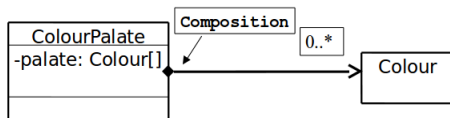
// If Static nested class is public, can be instantiated outside of Outer like this:  
Outer.NestedClass in = new Outer.NestedClass();

# Using Static Nested Classes

- Use them unless the nested class needs access to the fields of the outer class.
- Nested classes can access the various static members of the enclosing class.
- Can be used outside of the outer class if made public, can also be private and protected.
- This is the only type of nested class C++ has.

# Example

```
public class ColourPalate{
    private Colour[] myPalate;
    int size=0;
    int maxSize=100;
    public ColourPalate(){
        myPalate=new Colour[maxSize];
    }
    public void addRGB(int r, int g, int b){
        myPalate[size++]=new Colour(r,g,b);
    }
    public static class Colour{
        int red;int green;int blue;
        public Colour(int r, int g, int b){
            red=r;green=g;blue=b;
        }
        public int toGreyScale(){
            return red+green+blue;}
    }
}
```



# Non-Static Nested Classes

- Non-Static Nested Classes are often referred to as **inner classes**.
- They are always associated with an instance of the outer class, they **cannot exist in isolation**.

```
public class Outer {  
    NestedClass field; // Can have inner class as a field  
    int a,b;  
    public void aMethod() {  
        this.field = new InnerClass(); // Can be declared in a normal method  
        InnerClass local = new InnerClass(); // Also fine  
    }  
    public static void aStaticMethod() {  
        InnerClass local = new InnerClass(); // Cannot be instantiated here.  
    }  
    public class InnerClass {  
        public int add() {  
            return a + b; // Uses a and b from Outer  
        }  
    }  
}  
  
// If public, they can be instantiated outside of the class, but must be associated  
// with an Outer object like this:  
Outer out = new Outer();  
Outer.InnerClass in = out.new InnerClass();
```

# Using Inner Classes

- Inner Classes should only be used outside of the top-level class if they implement an interface.

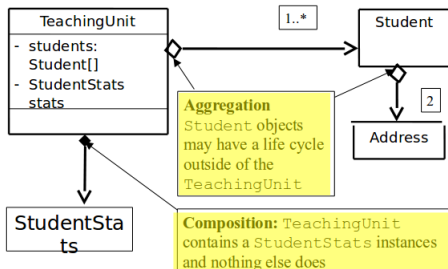
```
Outer out = new Outer();  
SomeInterface in = out.factoryMethod();
```

- Using an interface like this is a common pattern. The returned object performs some task on the outer object it is associated with.



# Inner Class Example

```
public class TeachingUnit {  
    Student[] s;  
    StudentStats stats=new StudentStats();  
  
    private class StudentStats{  
        double maxMark;  
        public void findStats(){  
            maxMark=s[0].getUnitMark();  
            for(int i=1;i<s.length;i++){  
                double x=s[i].getUnitMark();  
                if(x>maxMark)  
                    maxMark=x;  
            }  
        }  
        public double getMax(){return stats.maxMark;}  
    }  
}
```



# Local Inner Classes

- Defined within a method
- Multiple instances can be created, but only within the method the class is defined.
- Barely ever used.

```
public void someMethod() {  
    class LocalInner {  
        ...  
    }  
    LocalInner in1 = new LocalInner();  
    LocalInner in2 = new LocalInner();  
}
```

# Anonymous Inner Classes

- Defined within a method but can only be created once.
- Almost always a throwaway instantiation of an interface.

```
public void someMethod() {  
    SomeInterface s = new SomeInterface(){  
        public int interfaceMethod(){return 0;}  
    };  
}
```

- Often used in swing and Threaded applications.

```
JButton button= new JButton("My Button");  
button.addActionListener(new ActionListener(){  
    public void actionPerformed(ActionEvent e){  
        //do stuff do here  
    }  
});
```

```
new Thread(  
    new Runnable() {  
        public void run()  
        { // do stuff  
        }  
    }  
).start();
```

# Inheritance with Nested Classes

- Inner Classes and Static Nested Classes can both be extended in a subclass.

```
public class BaseClass {  
    int anInt;  
    InnerBase ib1 = new InnerBase();  
    protected class InnerBase { protected double x; }  
}  
  
public class SubClass extends BaseClass {  
    InnerBase ib2 = new InnerBase();  
    InnerChild ic1 = new InnerChild();  
  
    public class InnerChild extends InnerBase {  
        public String str;  
    }  
}
```

- SubClass has all of the below now:

```
SubClass sub = new SubClass();  
sub.anInt;  
sub.ib1.x;  
sub.ib2.x;  
sub.ic1.x;  
sub.ic1.str;
```

# Summary

- If an instantiation of a class relates to the outer class as a whole and not to a specific Object i.e. It does not need access to fields, use **static nested class**.
- If it needs access to fields, use **Non-static inner class**.
- **Local-Inner classes** and **Anonymous inner classes** are used to create one off instances of specialised classes.
- In **C++** there is only one type of Nested class and that is the equivalent to Java's **static nested class**.

# The End