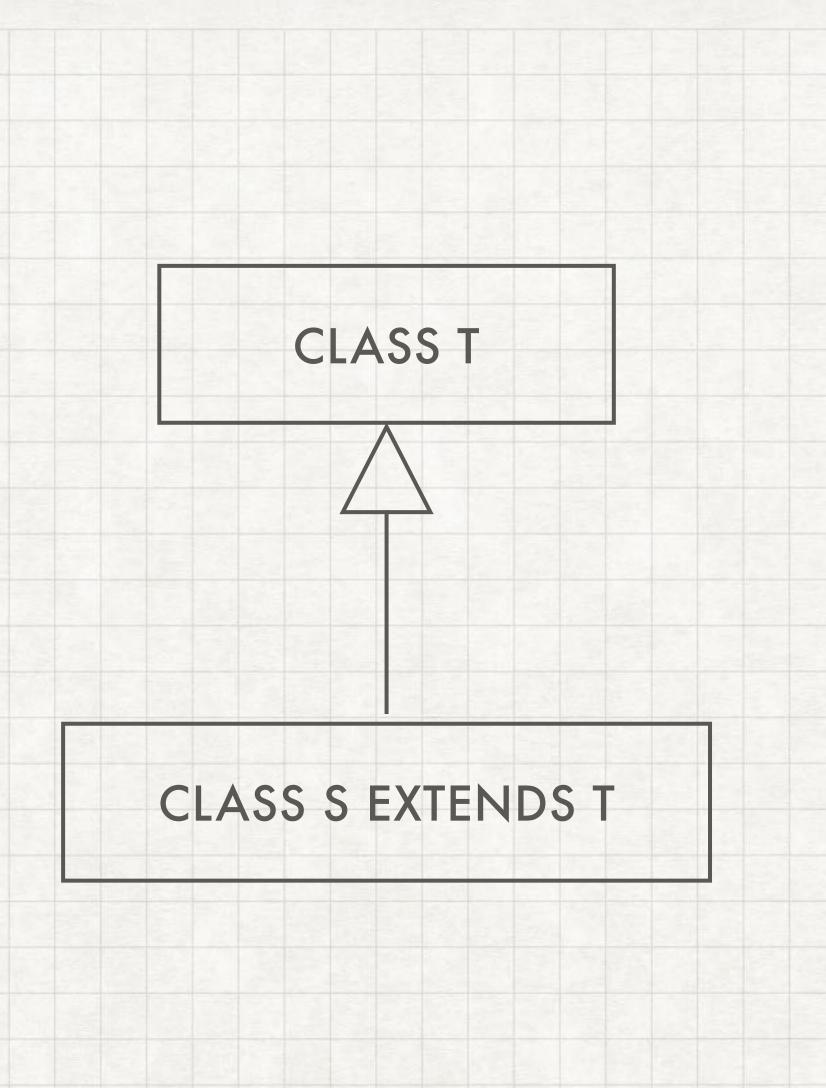
LISKOV SUBSTITUTION

PRINCIPLE



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Subtype Requirement: Let $\phi(x)$ be a property provable about objects x of type T. Then $\phi(y)$ should be true for objects y of type S where S is a subtype of T.

— Barbara Liskov

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Integer[] array
Object[] arrayObjects

¿Hay alguna relación de subtipo entre ellos?

public static void sort(Object[] a)

Integer[] $array = \{ 1,2,3 \};$

Object[] arrayObjects = array;

Integer[] es sub-tipo de Object[]

¿es seguro?

```
Integer[] array = { 1,2,3 };
Object[] arrayObjects = array;
arrayObjects[0] = "Hola";
```

Exception in thread "main" java.lang.ArrayStoreException:
java.lang.String
 at proves.Main.main(Main.java:12)

existía java.util.Date

... y llegó java.sql.Timestamp

es un Date + nanosegundos

public class Timestamp extends java.util.Date

¿ problemas ?

```
Date date = new Date();
Timestamp ts = new Timestamp(date.getTime());
System.out.println(date.equals(ts));
System.out.println(ts.equals(date));
```

public boolean equals (Object obj)
Indicates whether some other object is "equal to" this one.

The equals method implements an equivalence relation on non-null object references:

- It is reflexive: for any non-null reference value x, x.equals(x) should return true.
- It is *symmetric*: for any non-null reference values x and y, x.equals(y) should return true if and only if y.equals(x) returns true.
- It is *transitive*: for any non-null reference values x, y, and z, if x.equals(y) returns true and y.equals(z) returns true, then x.equals(z) should return true.
- It is *consistent*: for any non-null reference values x and y, multiple invocations of x.equals(y) consistently return true or consistently return false, provided no information used in equals comparisons on the objects is modified.
- For any non-null reference value x, x.equals(null) should return false.

```
Date date = new Date();
Timestamp ts = new Timestamp(date.getTime());
System.out.println(date.equals(ts));
System.out.println(ts.equals(date));
                             pues va a ser que no ...
                   true
                   false
```