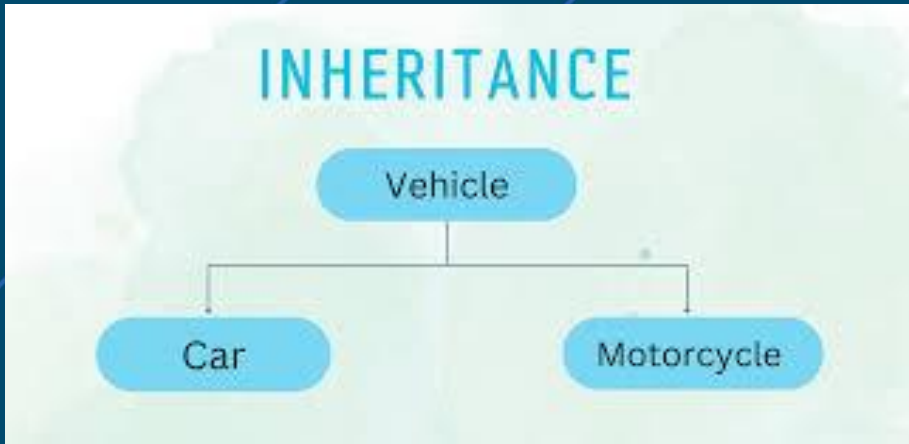


Féidearthachtaí as Cuimse
Infinite Possibilities



Inheritance

Object Oriented programming

Inheritance

- Dictionary

`"To receive from predecessors" ..`

Scenario

College system – stores details on staff and students



Scenario

College system – stores details on staff and students

Student - spec

// attributes, inc programme, year of study etc

// behaviour (methods) includes: getters, setters, etc
etc

Staff

// attributes inc line manager, department etc

// behaviour (methods) includes: getters, setters, etc

Let's look at the code....



Scenario

What's the code overlap?

What's the problem?

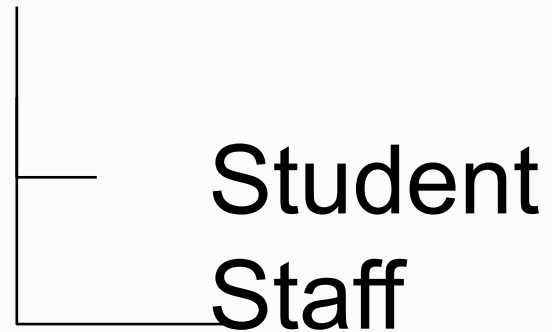
What's the solution?



Inheritance in OO

“Is type of “

Person



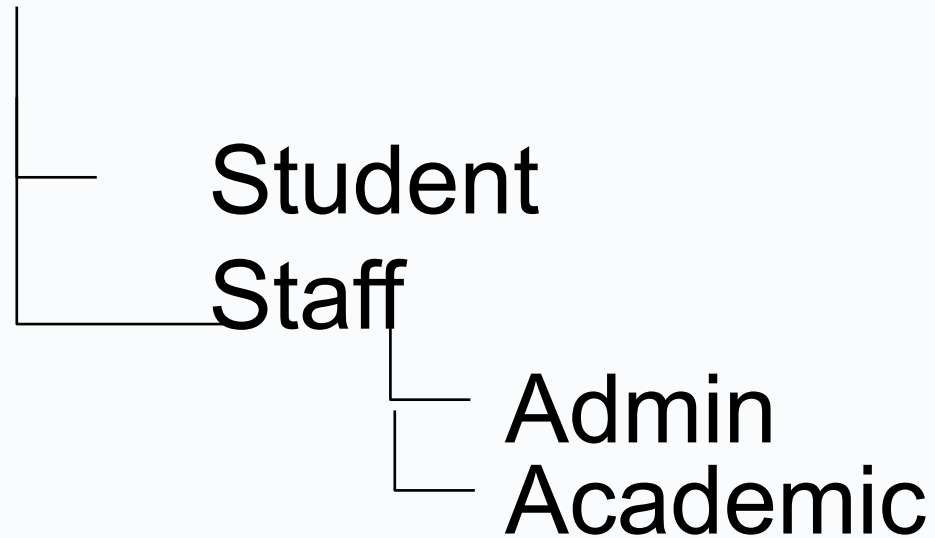
Purpose : to re-use code (avoid rewriting new code)

A subclass inherits variables and methods from its parents

Inheritance in OO – multi layered

“Is type of “

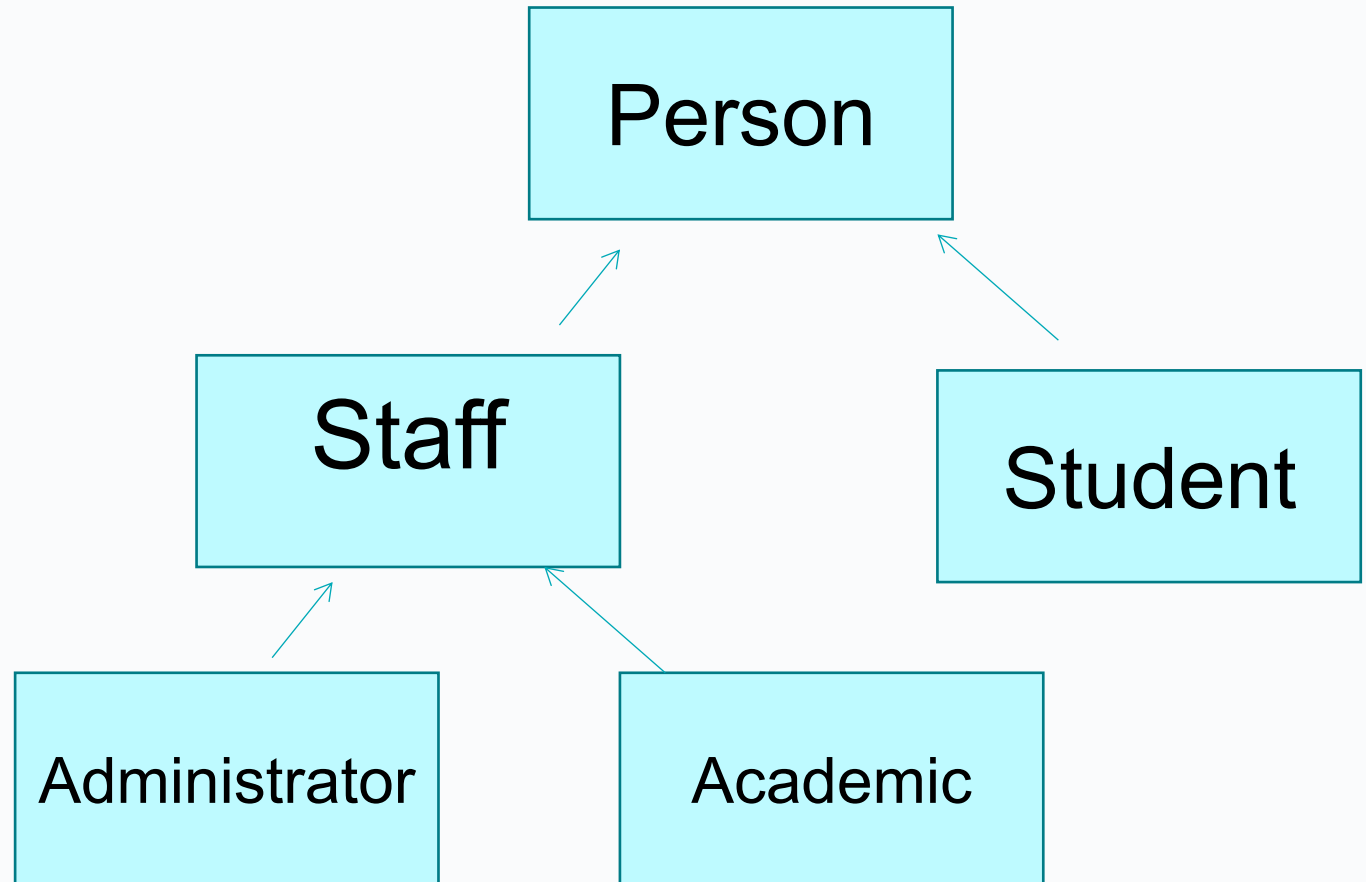
Person



Super classes and sub classes



How many
super classes and
sub classes
are shown?



can be identified from the class hierarchy

Subclass

- Inherits the members (**attributes** and **methods**)
- *Adds its own specific members (attributes and members)*
- Overrides methods (behaviour) as needed
- Example: Person/ Student/ Staff etc

Class Student (Bright Space

```
1 package week4;
2
3 import java.time.LocalDate;
4 public class Staff {
5
6     private String name;    // same as student
7     private LocalDate dateOfBirth; // same as student
8     private int startYear;  // same as student
9     private String address; // same as student
10    private String role;    // these two are different to student
11    private String schoolName; // this is different
12
13    // constructor
14
15    public Staff (String name, LocalDate dateOfBirth, int startYear, String address, String
16        setName(name);
17        setDateOfBirth(dateOfBirth);
18        setStartYear(startYear);
19        setAddress(address);
20        setRole(role);
21        setSchoolName(schoolName);
22    }
23
24    public String getName()
25    {
26        return name;
27    }
28 }
```

Class Staff

```
1 package week4;
2
3
4 import java.time.LocalDate;
5
6 public class Student {
7
8     private String name;    // same as student
9     private LocalDate dateOfBirth; // same as student
10    private int startYear;    // same as student
11    private String address;   // same as student
12    private String programme;
13
14    // constructor
15
16    public Student(String name, LocalDate dateOfBirth, int startYear, String address, String programme) {
17        setName(name);
18        setDateOfBirth(dateOfBirth);
19        setStartYear(startYear);
20        setAddress(address);
21        setProgramme(programme);
22    }
23
24
25
```

Class Person --- code (BrightSpace)

Inherited by subclasses: all public methods (get*, set*, toString()) unless overridden).

- **Not inherited:** constructors.
- **Private fields** are not directly accessible in subclasses (use getters/setters).

Summary of steps– Look at Code example on Brightspace

Concept	What it Does	Example
<code>extends</code>	Makes one class inherit from another	<code>class Student extends Person</code>
<code>super(...)</code>	Calls the parent class constructor	<code>super(name, age)</code>
<code>super.toString()</code>	Calls the parent class method	<code>super.toString()</code>
<code>@Override</code>	Indicates that we're replacing a parent method	<code>@Override public String toString()</code>

To implement inheritance in java

```
public class Student extends Person
```

Note the constructor:

Use “**super**” to call constructor of superclass from subclass

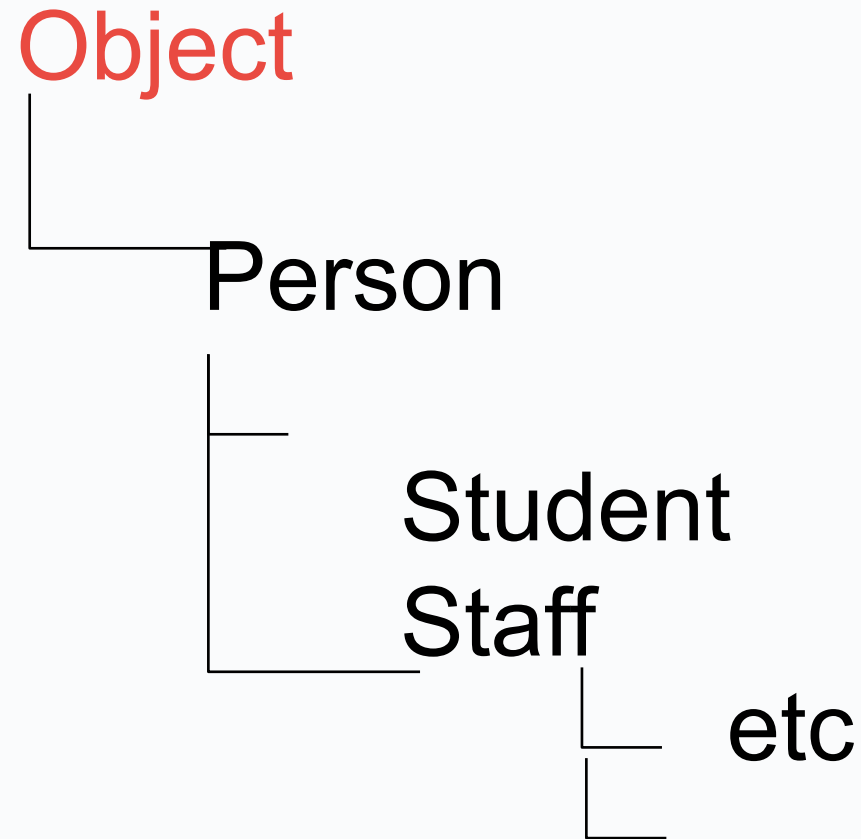
Examine the code – and write the Staff class

Note: “Object” The root class at the top

inheritance allows us to create a new class from an existing class so that we can effectively reuse existing code. All classes in Java are inherited from a pre-written base class known as the Object class.

- The Object class
- “Adam and Eve” object
- A class with no superclass, extends this class
- toString() behaviour.. How is inheritance linked to this?

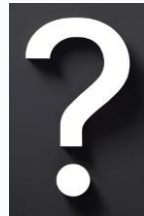
Object class



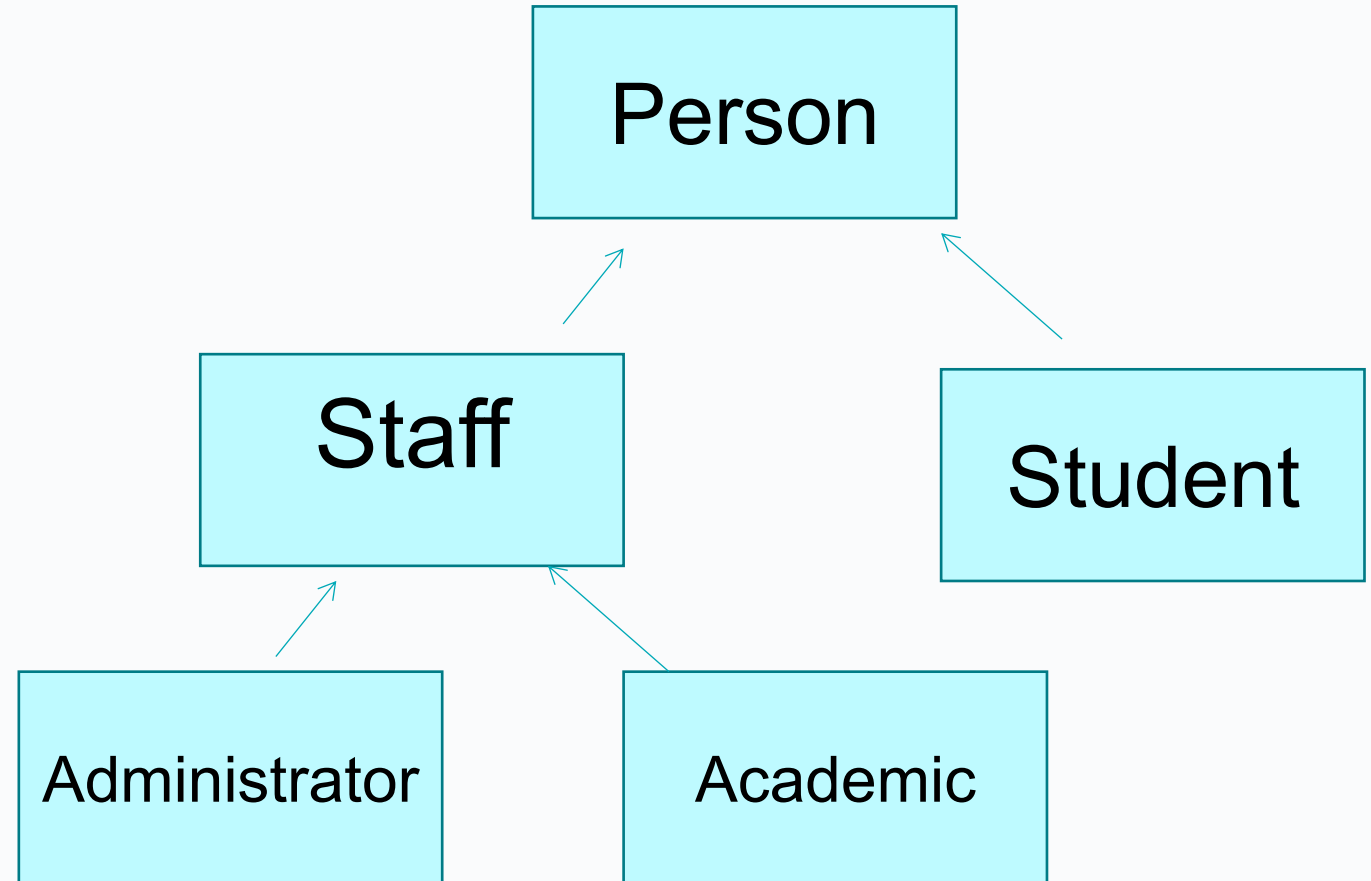
It's always
there, but you
don't need to
draw it in a
design !

Object “Types”

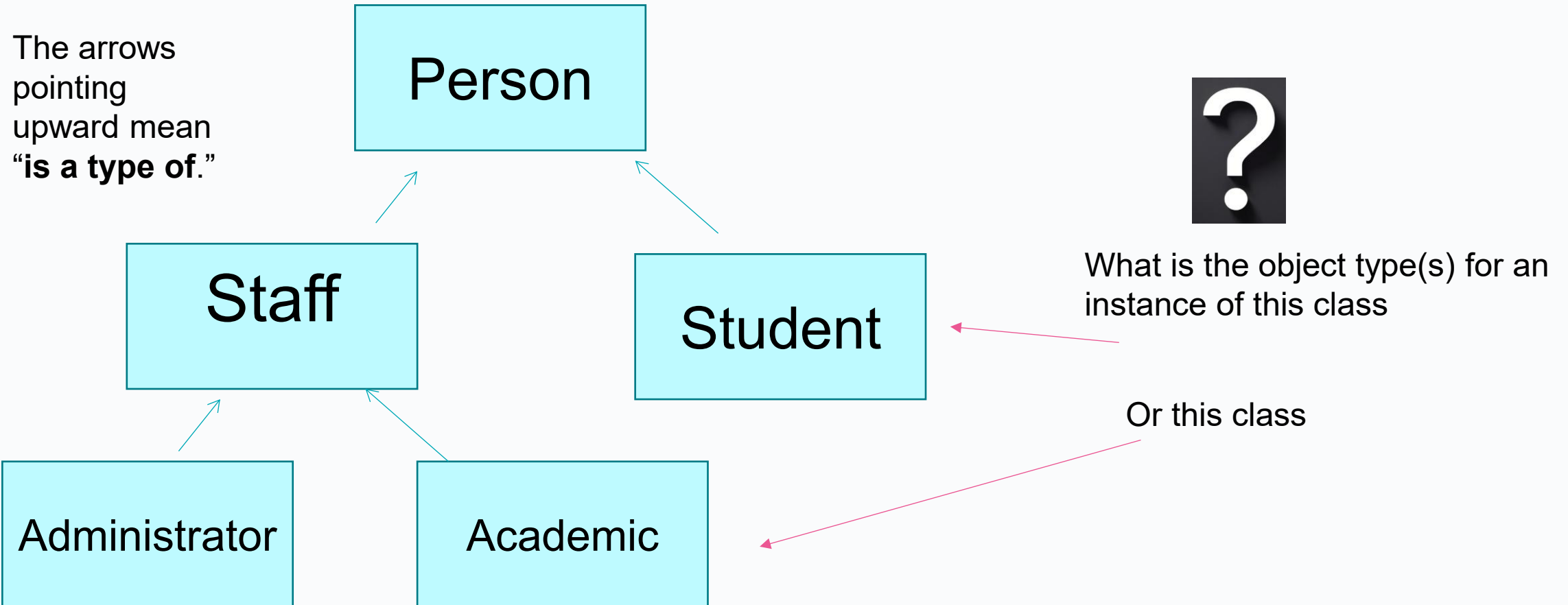
An important concept in java



Objects created from subclasses can be treated as objects of their parent classes —
this is the basis of **polymorphism** and **type hierarchy** in object-oriented programming.



Object Types

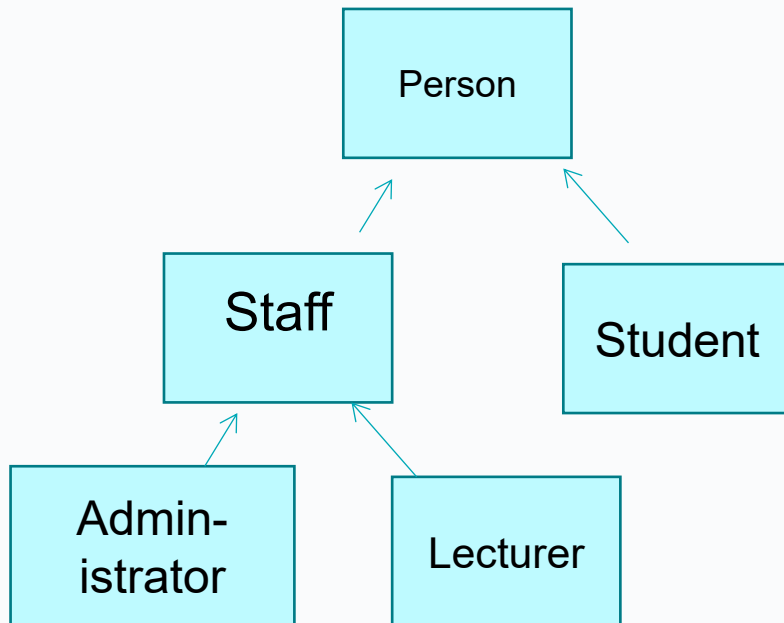


Casting objects

“Casting” is taking an object of one type and converting into another type

In class hierarchies.. works a specific way:

Example



```
Person p1 = new Student(); // create a person object
Student s1 = (Student) p1; // changes a person object called
                             p1 into a Student object
```

Or upcasting

```
Student s1 = new Student(); // A Student object
Person p1 = s1;              // Upcasting: Student → Person
```

```
Person p1 = new Staff();
Staff a1 = (Staff) p1;
```

polymorphism

```
Person p = new Student(); // Upcasting
```

```
p.printInfo();           // Prints: "This is a Student"
```

Method Overriding

- Different classes in the hierarchy do things in “their own way” – i.e. have their own version of a method
- Note: Use **super.superclassmethod()** from the subclass method if the superclass **does part** of the work.
 - avoiding code repetition
- An example is the toString() method

Essentials of Method Overriding


```
// Array of base type holding mixed objects – classic polymorphism demo
Person[] people = { p1, s1, a1, new Student("Hannah", LocalDate.of(2002, 4, 3), 2023, "22 Glasnevin", "BSc Computer Science") };
for (Person p : people) {
    System.out.println(p); // each prints its own overridden toString()
}
```

- Same **method name**
- Same **parameter list**
- Same or **compatible return type**
- **Occurs between superclass and subclass**
- **@Override** annotation (recommended)
- **Access level** cannot be reduced
- **Static** and **final** methods **cannot** be overridden
- **Happens at runtime** (polymorphism)

Question

- What is the difference between method overriding and method overloading?

What we covered

- Inheritance
 - Why it's used - No 1 reason: code re-use
 - How it's used - “extends”
- “Object” class 
- Object types / Casting
- Method overriding
- Polymorphism
- Abstract classes
- “final” keyword