



Victoria University
of Wellington, New Zealand
*Te Whare Wananga o te
Upoko o te Ika a Maui
Aotearoa*



SWEN221: Software Development 20: Nested Classes

Outline

- Why Nested Class
- Inner Classes
 - Static vs non-static
- Relationship between Enclosing Classes
- Local Classes
- Anonymous Classes

Why Nested Classes?

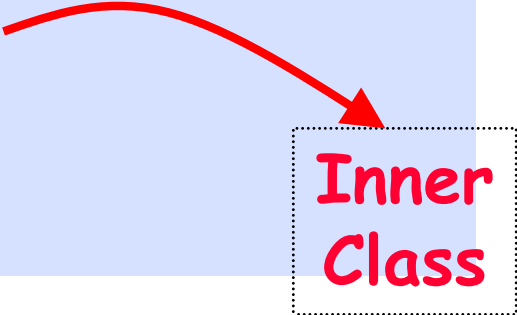
- We want a **iterable list** class `MyList<T>` with a special iterator
- The **special iterator** `EvenIter<T>` scans only the even indices
- The iterator is so special that **NO** other list classes is likely to use it
- Define `EvenIter<T>` as an **inner class** inside `MyList<T>`

Why Nested Classes

- Increase logic
- Increase encapsulation
- More readable and maintainable code

Inner Classes: Example

```
public class MyList<T> implements Iterable<T> {  
    private T[] data;  
  
    public MyList(T[] d) { data = d; }  
  
    public Iterator<T> iterator() { return new EvenIter(); }  
  
    private class EvenIter implements Iterator<T> {  
        private int pos = 0;  
  
        public boolean hasNext() { return pos < data.length; }  
  
        public T next() {  
            T next = data[pos]; pos += 2;  
            return next;  
        }  
    }  
}
```



Inner Class

Inner Classes: Example

```
public class MyList<T> implements Iterable<T> {  
    private T[] data;  
  
    public MyList(T[] d) { data = d; }  
  
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    private class EvenIter implements Iterator<T> {  
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        public boolean hasNext() { return pos < data.length; }  
  
        public T next() {  
            T next = data[pos]; pos += 2;  
            return next;  
        }  
    }  
}
```

Can access private
fields/methods of enclosing
class

Inner Classes: Example

```
public class MyList<T> implements  
    private T[] data;  
  
    public MyList(T[] d) { data = d; }  
  
    public Iterator<T> iterator() { return new EvenIter(); }  
  
    private class EvenIter implements Iterator<T> {  
        private int pos = 0;  
  
        public boolean hasNext() { return pos < data.length; }  
  
        public T next() {  
            T next = data[pos]; pos  
            return next;  
        }  
    }  
}
```

Enclosing class can
construct and return
instances of inner class



Other classes cannot
construct instances as it's
private



Inner Classes: External Construction

```
public class Shape {  
    private class Square {  
        private int x, y, width, height;  
        private Square(int x, int y, int width, int height) { ... }  
    }  
  
    public static void main(String[] args) {  
        Shape parent = new Shape();  
        Shape.Square square = parent.new Square(1,1,2,3);  
    }  
}
```

- Not static - needs an parent object!

Inner Classes: External Construction

```
public class Shape {  
    private class Square {  
        private int x, y, width, height;  
        private Square(int x, int y, int width, int height) { ... }  
    }  
}
```

```
public class ShapeTest {  
  
    public static void main(String[] args) {  
        Shape parent = new Shape();  
        Shape.Square square = parent.new Square(1,1,2,3);  
    }  
}
```

- **Work or not?**

A) Yes

B) No

Inner Classes: External Construction

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public class Shape {  
    private class Square {  
        private int x, y, width, height;  
        private Square(int x, int y, int width, int height) { ... }  
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Inner Classes: External Construction

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Inner Classes: External Construction

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public class Shape {  
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        public Square(int x, int y, int width, int height) { ... }  
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public class ShapeTest {  
  
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- Work or not?

A) Yes

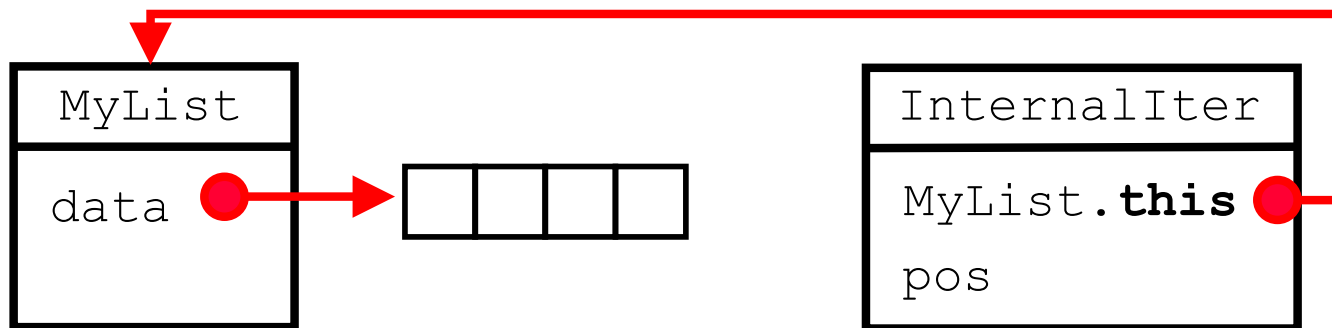


B) No



Inner Classes: Scoping


- Inner classes have *parent pointer*
 - For accessing fields/methods of enclosing class (parent)
 - Parent pointer automatically supplied for new inner class



```
public class MyList<T> implements Iterable<T> {  
    private T[] data;  
  
    private class InternalIter implements Iterator<T> {  
        private int pos;  
    }  
}
```

Inner Classes: Scoping

```
public class MyList<T> implements Iterable<T> {  
    private T[] data;  
  
    public MyList(T[] d) { data = d; }  
  
    public Iterator<T> iterator() { return new EvenIter(); }  
  
    private class EvenIter implements Iterator<T> {  
        private int pos = 0;  
  
        public boolean hasNext() { return pos < data.length; }  
  
        public T next() {  
            T next = MyList.this.data[pos]; pos += 2;  
            return next;  
        }  
    }  
}
```



Explicit this-scoping

Static Inner Classes

```
public class Type {  
    public static class IntType {  
        ...  
    }  
  
    public static class RealType {  
        ...  
    }  
}
```

- Static Inner Classes have **NO** parent pointer!
 - Can **NOT** access fields/methods of enclosing class
 - Can construct **without** providing parent pointer
 - If no need to access enclosing info, then this is more convenient (and potentially more efficient).

Which one(s) can work?

A

B

C

D

```
public class Outer {  
    private class Inner { ... }  
  
    public static class StaticInner { ... }  
  
    public static void main (String[] args) {  
        Inner c1 = new Outer.Inner();  
  
        Inner c2 = new Outer().new Inner();  
  
        StaticInner c3 = new Outer.StaticInner();  
  
        StaticInner c4 = new Outer().new StaticInner();  
    }  
}
```

A

B

C

D

Which one(s) can work?

A

B

C

D

```
public class Outer {  
    private class Inner { ... }  
  
    public static class StaticInner { ... }  
  
    public static void main (String[] args) {  
        Inner c1 = new Outer.Inner();  
  
        Inner c2 = new Outer().new Inner();  
  
        StaticInner c3 = new Outer.StaticInner();  
  
        StaticInner c4 = new Outer().new StaticInner();  
    }  
}
```

A 

B 

C 

D 

Inner Class vs Static Inner Class

- Inner Class can access members of enclosing class, static cannot
- When being constructed, inner class needs to have a parent pointer, static does not need
- Inner class cannot have static methods, static can

Local Classes

- Sometimes we want to define classes that are only needed **locally** (e.g. within a block of a method)

```
class Outer {  
    public Outer create(final int field) {  
        class Inner extends Outer {  
            private int myfield = field;  
            ...  
        }  
        ...  
        return new Inner();  
    }  
}
```

Local Classes

- Can be defined in any block
 - Method body
 - `for` loop
 - `if` clause
- Can access members of enclosing class
- Can access **final** local variables of enclosing block
- Can access **effectively final** local variables since Java 8 (never changed since initialisation)

Local Classes

```
public class LocalClassExample {  
    public static void outMethod() {  
        final int number = 1;  
  
        class Inner {  
            public void printNumber() { System.out.println(number); }  
        }  
  
        Inner c = new Inner();  
        c.printNumber();  
    }  
  
    public static void main(String[] args) {  
        outMethod();  
    }  
}
```

- In Java 8, work or not?

Local Classes

```
public class LocalClassExample {  
    public static void outMethod() {  
        final int number = 1;  
  
        class Inner {  
            public void printNumber() { System.out.println(number); }  
        }  
  
        Inner c = new Inner();  
        c.printNumber();  
    }  
  
    public static void main(String[] args) {  
        outMethod();  
    }  
}
```

- In Java 8, work or not?



Local Classes

```
public class LocalClassExample {  
    public static void outMethod() {  
        int number = 1;  
  
        class Inner {  
            public void printNumber() { System.out.println(number); }  
        }  
  
        Inner c = new Inner();  
        c.printNumber();  
    }  
  
    public static void main(String[] args) {  
        outMethod();  
    }  
}
```

- In Java 8, work or not?

Local Classes

```
public class LocalClassExample {  
    public static void outMethod() {  
        int number = 1;  
  
        class Inner {  
            public void printNumber() { System.out.println(number); }  
        }  
  
        Inner c = new Inner();  
        c.printNumber();  
    }  
  
    public static void main(String[] args) {  
        outMethod();  
    }  
}
```

- In Java 8, work or not?



Local Classes

```
public class LocalClassExample {  
    public static void outMethod() {  
        int number = 1;  
  
        class Inner {  
            public void printNumber() { System.out.println(number); }  
        }  
  
        number = 2;  
  
        Inner c = new Inner();  
        c.printNumber();  
    }  
  
    public static void main(String[] args) {  
        outMethod();  
    }  
}
```

- In Java 8, work or not?

Local Classes

```
public class LocalClassExample {  
    public static void outMethod() {  
        int number = 1;  
  
        class Inner {  
            public void printNumber() { System.out.println(number); }  
        }  
  
        number = 2;  
  
        Inner c = new Inner();  
        c.printNumber();  
    }  
  
    public static void main(String[] args) {  
        outMethod();  
    }  
}
```

- In Java 8, work or not?



Local Classes

- Cannot have static methods (same as Inner Classes)
- Must be non-static, so cannot declare interfaces as local classes
- Cannot have static member, unless it's final primitive (constant)

```
public void greetInEnglish(String name) {  
    interface Greeting { public void greet(); }  
    class EnglishGreeting implements Greeting {  
        public static String prefix;  
        public static final String HELLO = "Hello! ";  
        public void greet() {  
            System.out.println(HELLO + name);  
        }  
    }  
}
```



Anonymous Classes

- Make code more concise
- Declare and instantiate a class at the same time
- Local class, but with no name
- A typical example: **event handler**

Event Handler

- The action listener of a button
- Basically each button will have its own listener
- Override the method `actionPerformed()`

```
JButton b = new JButton("Press Me");  
b.addActionListener(  
    new ActionListener() {  
        public void actionPerformed(ActionEvent e) {  
            System.out.println("Button pressed");  
        }  
    }  
);
```



**Anonymous
Class**

Anonymous Classes: Syntax

Class/Interface to
extend from

Arguments of
constructor

```
ActionListener listener =  
    new ActionListener() {  
        public void actionPerformed(ActionEvent e) {  
            System.out.println("Button pressed");  
        }  
    }  
;
```

new operator

Class declaration
body

Anonymous Classes

- Like local classes
 - Access to enclosing class
 - Access to effectively final variables of enclosing scope
 - Cannot have static methods/interface
 - Static fields have to be constants
 - Can define inner/local classes inside
 - **Cannot declare constructor**

Anonymous Classes

```
ArrayList<String> ls = new ArrayList<String>();  
...  
Collections.sort(ls, new Comparator<String>() {  
    public int compare(String s1, String s2) {  
        return s1.compareToIgnoreCase(s2);  
    }  
});
```


Anonymous Classes

```
ArrayList<String> ls = new ArrayList<String>();  
...  
Collections.sort(ls, new Comparator<String>() {  
    public int compare(String s1, String s2) {  
        return s1.compareToIgnoreCase(s2);  
    }  
});
```

- Learn how to read the code through the syntax: fading away the anonymous class and method declaration, what you obtain read like:
- **Sort** `ls` **using** `s1.compareToIgnoreCase(s2)`

Summary

- Inner classes
 - Static vs Non-static
- Local classes
- Anonymous classes
- Relationship between enclosing class/block/scope
- Restrictions