

# COMP 110/L Lecture 19

Maryam Jalali

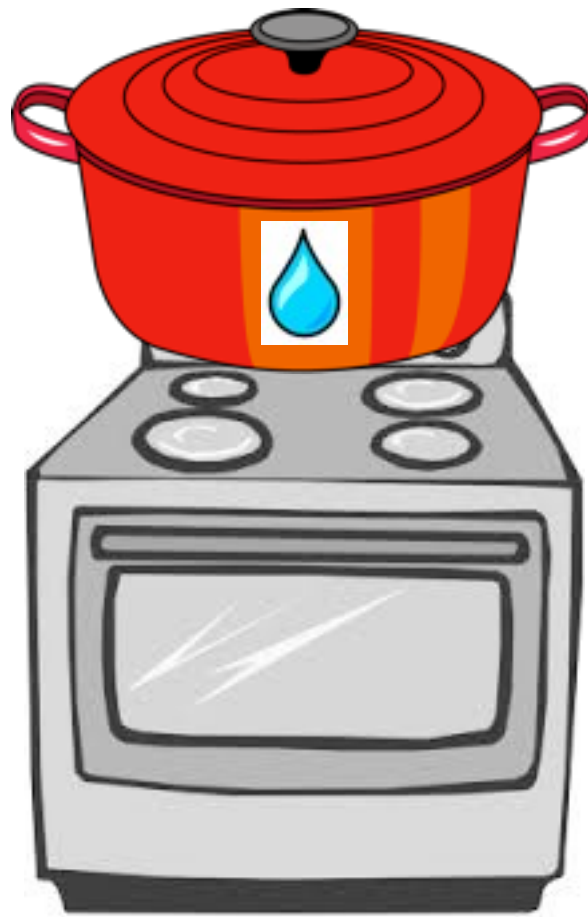
Slides adapted from Dr. Kyle Dewey

# Outline

- Inheritance
  - `extends`
  - `super`
- Method overriding
- Automatically-generated constructors

# Inheritance

# Recap



Mammal

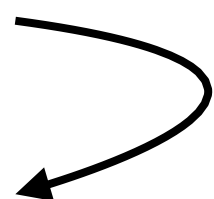
Mammal



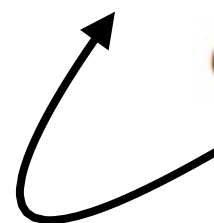
Mammal



Mammal



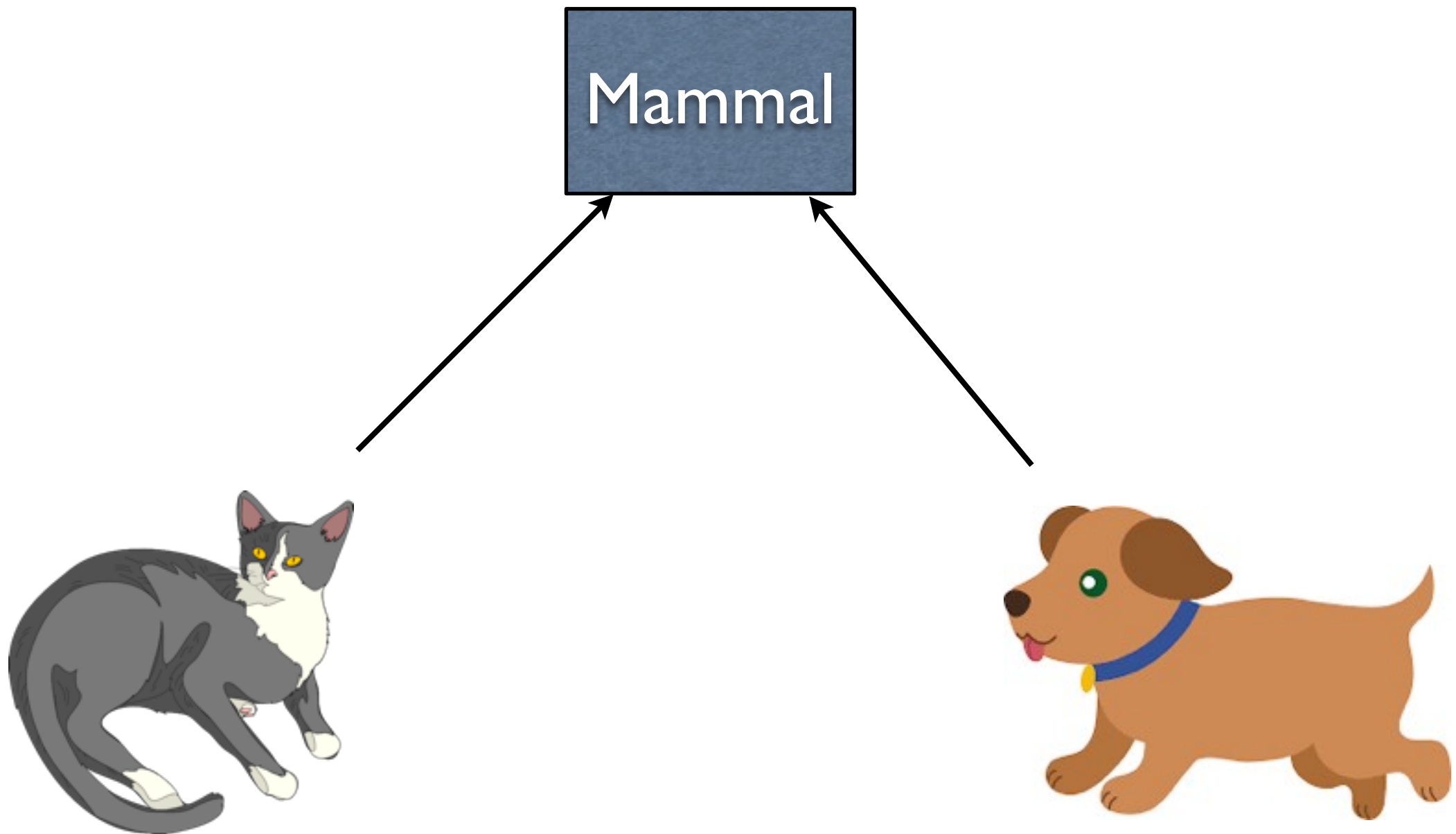
breathe



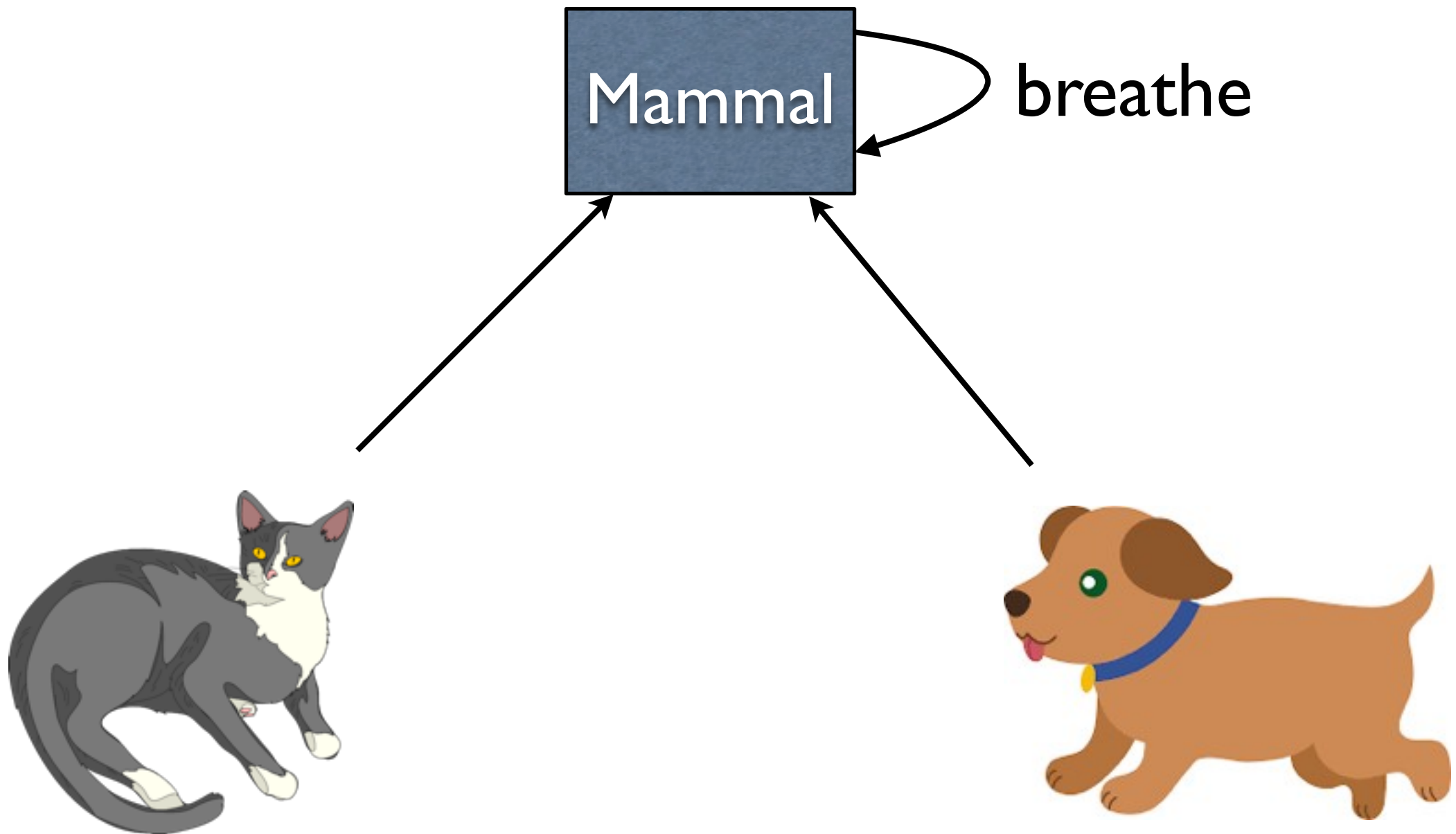
breathe



# Inheritance



# Inheritance



extends

# extends

States that a *subclass* inherits from a *parent* class

# extends

States that a *subclass* inherits from a *parent* class

```
public class Mammal {  
    . . .  
}
```

# extends

States that a *subclass* inherits from a *parent* class

```
public class Mammal {  
    ...  
}
```

```
public class Cat extends Mammal {  
    ...  
}
```

# extends

States that a *subclass* inherits from a *parent* class

```
public class Mammal {  
    ...  
}
```

```
public class Cat extends Mammal {  
    ...  
}
```

```
public class Dog extends Mammal {  
    ...  
}
```

super



# super

Used to invoke the constructor of the parent class.  
Another name for the parent class is the *superclass*.

# super

Used to invoke the constructor of the parent class.  
Another name for the parent class is the *superclass*.

---

```
public class BaseClass {  
    public BaseClass(String s) {...}  
}
```

# super

Used to invoke the constructor of the parent class.  
Another name for the parent class is the *superclass*.

```
public class BaseClass {  
    public BaseClass(String s) {...}  
}
```

```
public class Child extends BaseClass {  
    public Child(String s) {  
        super(s);  
    }  
}
```

# Example

- `Mammal.java`
- `Cat.java`
- `Dog.java`
- `MammalMain.java`

# Method Overriding

# toString() Revisit

# toString() Revisit

---

```
public String toString() {  
    ...  
}
```

# toString() Revisit

```
public String toString() {  
    ...  
}
```

```
Rectangle(3, 4)
```



# toString() Revisit

```
public String toString() {  
    ...  
}
```

Rectangle(3, 4)

Rectangle@302b09c9

# toString() Revisit

```
public String toString() {  
    ...  
}
```

```
Rectangle(3, 4)
```

```
Rectangle@302b09c9
```

**Key point: even without toString() defined,  
a String was still produced.**

# Base toString() Origin

- All classes inherit from Object,  
**even if you don't explicitly say so**
- Object **defines its own** toString()  
**that produces** Rectangle@302b09c9

# Base toString() Origin

- All classes inherit from Object,  
**even if you don't explicitly say so**
- Object **defines its own** toString()  
**that produces** Rectangle@302b09c9

```
public class Object {  
    public String toString() { ... }  
}
```

# Base toString() Origin

- All classes inherit from Object,  
**even if you don't explicitly say so**
- Object **defines its own** toString()  
**that produces** Rectangle@302b09c9

```
public class Object {  
    public String toString() { ... }  
}
```

```
public class Rectangle { ... }
```

# Base toString() Origin

- All classes inherit from Object,  
**even if you don't explicitly say so**
- Object **defines its own** toString()  
**that produces** Rectangle@302b09c9

```
public class Object {  
    public String toString() { ... }  
}
```

```
public class Rectangle { ... }
```

```
public class Rectangle extends Object {  
    ...  
}
```

# Overriding Methods

- You can *override* a method definition in a base class by defining a method with the same signature in a subclass
- The method in the subclass will execute *instead of* the method in the parent class

# Overriding Methods

- You can *override* a method definition in a base class by defining a method with the same signature in a subclass
- The method in the subclass will execute *instead of* the method in the parent class

```
public class Rectangle {  
    public String toString()  
{  
    ...  
}  
}
```



# Overriding Methods

- You can *override* a method definition in a base class by defining a method with the same signature in a subclass
- The method in the subclass will execute *instead of* the method in the parent class

```
public class Rectangle extends Object {  
    public String toString() {  
        ...  
    }  
}
```

# Example

- `OverrideBase.java`
- `OverrideSub.java`
- `OverrideMain.java`

# Automatically- Generated Constructors

# Automatic Constructors

If you don't define any constructors,  
Java will define one for you which takes no arguments.

# Automatic Constructors

If you don't define any constructors,  
Java will define one for you which takes no arguments.

---

```
public class MyClass {  
}
```

# Automatic Constructors

If you don't define any constructors,  
Java will define one for you which takes no arguments.

---

```
public class MyClass {  
}
```

---

```
public class MyClass {  
    public MyClass() {}  
}
```

**Example:**

`AutomaticConstructor.java`

# Automatic Constructors

This also applies to subclasses,  
as long as the base class has a no-argument constructor



# Automatic Constructors

This also applies to subclasses,  
as long as the base class has a no-argument constructor

```
public class MyBase {}  
public class MySub extends MyBase {}
```

# Automatic Constructors

This also applies to subclasses,  
as long as the base class has a no-argument constructor

```
public class MyBase {}  
public class MySub extends MyBase {}
```

```
public class MyBase {  
    public MyBase() {}  
}
```

```
public class MySub extends MyBase {  
    public MySub() { super(); }  
}
```

# Automatic Constructors

This also applies to subclasses,  
**as long as the base class has a no-argument  
constructor**

# Automatic Constructors

This also applies to subclasses,  
**as long as the base class has a no-argument  
constructor**

```
public class MyBase {  
    // explicit non-no-arg constructor  
    // defined - no automatically  
    // generated constructors  
    public MyBase(int x) {}  
}  
public class MySub extends MyBase {}
```

# Automatic Constructors

This also applies to subclasses,  
**as long as the base class has a no-argument constructor**

```
public class MyBase {  
    // explicit non-no-arg constructor  
    // defined - no automatically  
    // generated constructors  
    public MyBase(int x) {}  
}  
  
public class MySub extends MyBase {  
    public MySub() { super(); }  
}
```

# Automatic Constructors

This also applies to subclasses,  
**as long as the base class has a no-argument constructor**

```
public class MyBase {  
    // explicit non-no-arg constructor  
    // defined - no automatically  
    // generated constructors  
    public MyBase(int x) {}  
}  
                Does not exist - code will not compile  
public class MySub extends MyBase {  
    public MySub() { super(); }  
}
```