



# COMP90041

## Programming and Software Development

### Semester 1, 2021

### Lab 7

Andrew Naughton

[andrew.naughton@unimelb.edu.au](mailto:andrew.naughton@unimelb.edu.au)

# Outline

- ❖ Inheritance
- ❖ **super** Constructor
- ❖ Overriding
- ❖ Overriding vs. Overloading
- ❖ Late binding
- ❖ Visibility
- ❖ Exercises

# Inheritance

- ❖ When we define a **new class** that **extends** an **existing class**
  - ❖ The existing class is referred to as the **base/parent class**
  - ❖ The new class is referred to as the **inherited/child class**
- ❖ This concept allows us to build on previous work without reinventing the wheel
- ❖ The **inherited class** merely needs to specify **how it differs** from the **base class**

# Inheritance

- ❖ **LostPerson class** inherits all the instance variables and methods of the **Person class**... and adds its own!
- ❖ No need to mention inherited instance variables and methods
- ❖ Every instance of the inherited class is also an instance of the base class (every **LostPerson** is a **Person**)

```
public class Person {  
    private int age;  
    private String name;}  
}
```

```
public class LostPerson extends Person {  
    private String location;  
    private int date;  
}
```

# super Constructor

- ❖ Constructor are not inherited, and cannot be overridden (redefined)
- ❖ Constructor chaining is when the inherited class' constructor(s) invoke the base class' constructor first

```
public Person(int age, String name) {  
    this.age = age;  
    this.name = name;  
}
```

```
public LostPerson(int age, String name, String location, int date) {  
    super(age, name);  
    this.location = location;  
    this.date = date;  
}
```

# Overriding

❖ If a class defines a method with same signature as an **ancestor**, its definition **overrides** the ancestor's

❖ Person:

```
public String toString(){  
    return "name: " + name + " age: " + age;  
}
```

❖ LostPerson:

```
public String toString(){  
    return "name: " + getName() + " age: " + getAge() + " location: "  
        + location + " date: " + date;  
}
```

# Overriding

❖ We can use overridden methods of our parent with `super.methodName(...)`

❖ E.g. This ->

```
public String toString(){  
    return "name: " + getName() + " age: " + getAge() + " location: "  
        + location + " date: " + date;  
}
```

❖ Could be ->

```
public String toString(){  
    return super.toString() + " location: " + location + " date: " + date;  
}
```

# Overriding vs. Overloading

## ❖ Overriding:

- ❖ An inherited class can supply its own implementation for a method that also exists in the superclass

### ❖ Person:

```
public void greet(String name){  
    System.out.println("hello"+ name);  
}
```

### ❖ LostPerson:

```
public void greet(String name){  
    System.out.println("Find" + name);  
}
```

## ❖ Overloading

- ❖ Two methods have the same name but different signatures

```
public void greet(String name){  
    System.out.println("hello"+ name);  
}
```

```
public void greet(){  
    System.out.println("hello");  
}
```



# Late binding

**Person** p1 = **new** **LostPerson**(...)

**Declared type**  
**(what methods**  
**available)**

**actual type**  
**(which method**  
**implementation will be used)**

```
Person person = new LostPerson(60, "Fred", "Melbourne", 01012021);  
System.out.println(person);
```

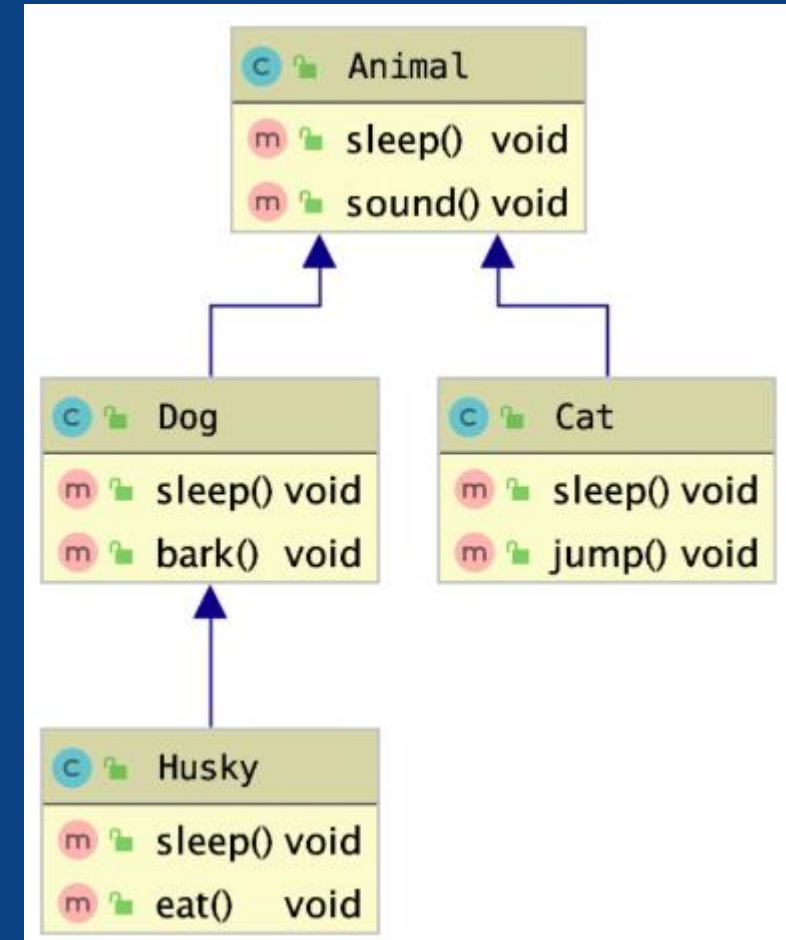
❖ Whose toString method is used? (Person / LostPerson)

# Late binding

```
Animal a1 = new Dog();  
Animal a2 = new Cat();  
Dog d1 = new Dog();  
Dog d2 = new Husky();
```

❖ Which of the following statements are illegal?

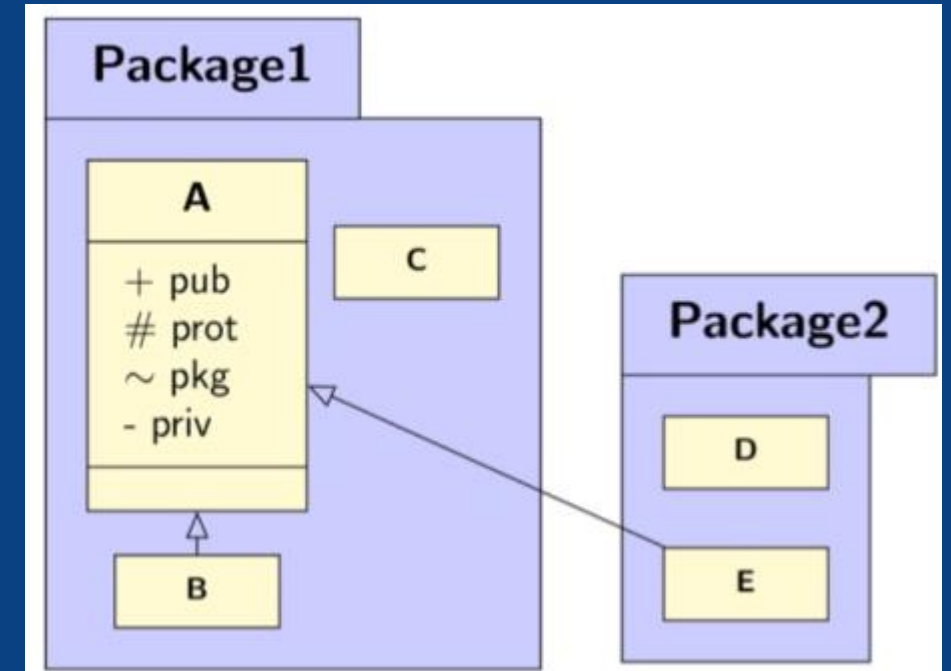
```
a1.sleep();  
a1.bark();  
a2.sleep();  
a2.sound();  
d1.bark();  
d2.eat();
```



# Visibility

private < package < protected < public  
(package + subclass)

A sees pub, prot, pkg, priv  
B sees pub, prot, pkg  
C sees pub, prot, pkg  
D sees pub  
E sees pub, prot





# Exercises