

# Inheritance

# **Agenda**

**Inheritance** 

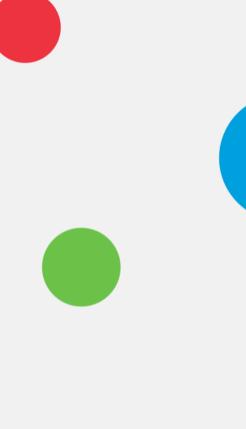
**Multilevel Hierarchy** 

# **Objectives**

#### At the end of this module, you will be able to:

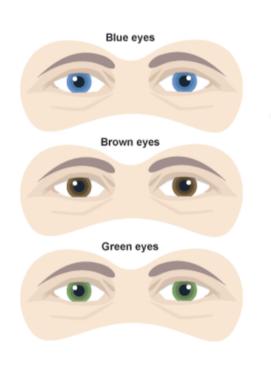
- Describe Java's inheritance model and its language syntax
- Describe the usage of the keyword **super**
- Define a multilevel hierarchy
- Describe method overriding
- Describe dynamic method dispatch, or runtime polymorphism
- Understand the use of instance of operator
- Get basic information about garbage collection
- Define finalize method

# <u>Inheritance</u>





#### Inheritance in real world



Have you seen some people who **BLUE EYES?** have

Some people have BLUE EYE: How it is possible?

Some people have BROWN EYE: How it is possible?

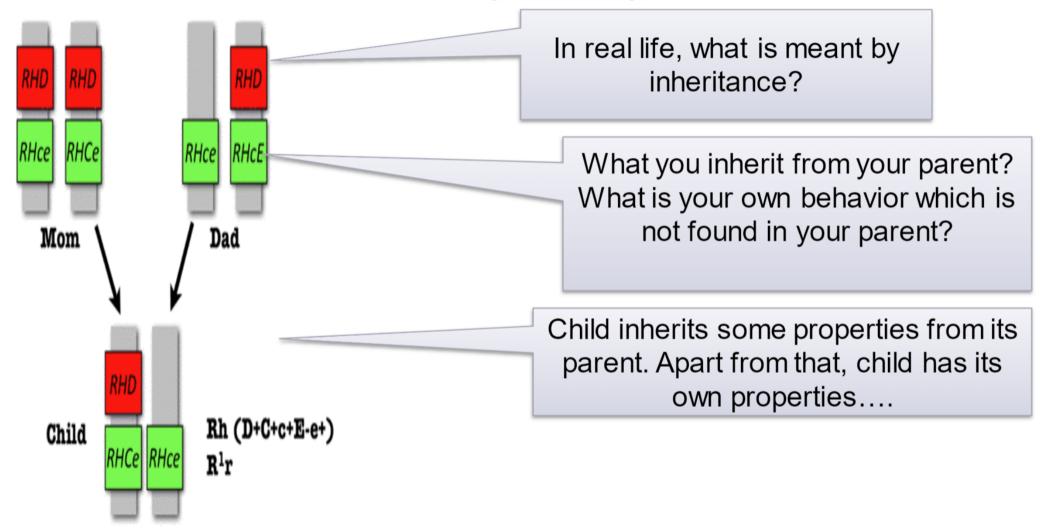
Some people have GREEN EYE: How it is possible?

# **Generalization/Specialization**

• In keeping with Java terminology, a class that is inherited is referred to as a superclass

- The class that does the inheriting is referred to as the subclass
- Each instance of a subclass includes all the members of the superclass
- The subclass inherits all the properties of its superclass

# Inheritance in real world (Contd.).



# Inheritance

- Inheritance is one of the cornerstones of OOP because it allows for the creation of hierarchical classifications
- Using inheritance, you can create a general class at the top
- This class may then be inherited by other, more specific classes
- Each of these classes will add only those attributes and behaviors that are unique to it

#### IS-A relationship: Manager IS-A Employee

4 Employees of a department



Their Manager

## **HAS-A** relationship

- *HAS-A* relationship is expressed with containership
- Containership simply means using instance variables that refer to other objects
- Example:
- The class House will have an instance variable which refers to a Kitchen object
  - It means that, House HAS-A Kitchen
  - Note that, something like Kitchen HAS-A House is not valid in this context

## HAS-A relationship (Contd.).

- Let us take one personal computer.
- It has a monitor, CPUbox, keyboard and mouse, etc.
- Technically we can say that,
  - Personal Computer class HAS-A monitor.
  - Personal Computer class HAS-A CPUbox
  - Personal Computer class HAS-A keyboard.
  - Personal Computer class HAS-A mouse.
  - The most important point is: the 4 independent components like monitor, keyboard, CPUbox and mouse cannot function separately on its own.
  - But, by combining them, we are creating a new type of useful class called Personal Computer.

#### Java's Inheritance Model

- Java uses the single inheritance model
- In single inheritance, a subclass can inherit from one (and only one) superclass

Sensitivity: Internal & Restricted

#### Code Syntax for Inheritance:

```
class derived-class-name extends base-class-name
// code goes here
```

### <u>Inheritance – A Simple Example</u>

```
class A{
  int m, n;
  void display1(){
    System.out.println("m and n are:"+m+" "+n);
class B extends A{
  int c;
  void display2(){
    System.out.println("c :" + c);
  void sum(){
    System.out.println("m+n+c = " + (m+n+c));
```

### Inheritance – A Simple Example (Contd.).

```
class InheritanceDemo{
 public static void main(String args[]){
   A s1 = new A(); // creating objects
   B s2 = new B();
   s1.m = 10; s1.n = 20;
   System.out.println("State of object A:");
   s1.display1();
   s2.m = 7; s2.n = 8; s2.c = 9;
   System.out.println("State of object B:");
   s2.display1();
   s2.display2();
   System.out.println("sum of m, n and c in object B is:");
   s2.sum();
```

# Accessing Superclass Members from a Subclass Object

- A subclass includes all of the members of its superclass
- But, it cannot directly access those members of the super class that have been declared as **private**.

```
class A{
  int money;
  private int pocketMoney;

  void fill (int money, int pocketMoney)
  {
    this.money = money;
    this.pocketMoney = pocketMoney;
  }
}
```

# Accessing Superclass Members from a Subclass Object

(Contd.).

```
class B extends A{
  int total;
 void sum(){
    total = money + pocketMoney;
class AccessDemo
 public static void main(String args[ ])
   B \text{ subob} = \text{new } B();
    subob.fill(10,12);
    subob.sum();
    System.out.println("Total: " + subob.total);
```

Will this compile now?

### A Possible Solution To The Program

```
class A{
 int money;
 private int pocketMoney;
 void fill(int money, int pocketMoney)
   this.money = money;
   this.pocketMoney = pocketMoney;
 public int getPocketMoney() {
   return pocketMoney;
```

### A Possible Solution To The Program (Contd.).

```
class B extends A{
                                         Will this compile now?
 int total;
 void sum() {
   total = money + getPocketMoney();
class AccessDemo {
 public static void main(String args[]) {
       B \text{ subob} = \text{new } B();
       subob.fill(10,12);
       subob.sum();
       System.out.println("Total: " + subob.total);
```

# Using super

- The creation and initialization of the superclass object is a prerequisite to the creation of the subclass object.
- When a subclass object is created,
  - It creates the superclass object
  - Invokes the relevant superclass constructor.
    - The initialized superclass attributes are then inherited by the subclass object
  - finally followed by the creation of the <u>subclass object</u>
    - initialization of its own attributes through a relevant constructor subclass

# Using super (Contd.).

- The constructors of the superclass are never inherited by the subclass
- This is the only exception to the rule that a subclass inherits all the properties of its superclass