Day 13: Abstract Classes | HackerRank

Terms you'll find helpful in completing today's challenge are outlined below, along with sample Java code (where appropriate).

Abstraction

This is an essential feature of object-oriented programming. In essense, it's the separation between what a class does and how it's accomplished.

One real world example of this concept is a snack machine, where you give the machine money, make a selection, and the machine dispenses the snack. The only thing that matters is *what* the machine does (i.e.: dispenses the selected snack); you can easily buy a snack from any number of snack machines without knowing *how* the machine's internals are designed (i.e.: the implementation details).

Abstract Class

This type of class can have *abstract methods* as well as *defined methods*, but it cannot be instantiated (meaning you cannot create a *new* instance of it). To use an abstract class, you must create and instantiate a *subclass* that *extends* the abstract class. Any *abstract methods* declared in an abstract class must be implemented by its subclasses (unless the subclass is also abstract).

The Java code below demonstrates an abstract Canine class and 2 of its canine breed subclasses, KleeKai and SiberianHusky:

```
/** Superclass **/
abstract class Canine{
     // instance variables
     String name;
     String color;
     String gender;
     int age;
     /** Parameterized Constructor
          @param name Dog's name
          @param color Dog's color
          @param age Dog's age
          @param mF Dog's gender ('M' for male, 'F' for female)
     Canine(String name, String color, int age, char mF){
          this.name = name;
          this.color = color;
          this.age = age;
          this.gender = (mF == 'M') ? "Male " : "Female ";
     }
     /** Abstract method declaration
          @return Implementations should return a string describing the breed **/
     abstract String getBreed();
     /** Defined method **/
     void printInfo(){
          // print information about the dog:

System.out.println(name + " is " + ((age%10 == 8)? "an " : "a ") + age + " year old "

+ gender + getBreed() + " with a " + color + " coat.");

// note: the '(age%10 == 8)' conditional ensures grammatical correctness if dog is 8 or 18; dogs do not live longer than this.
}
//** Subclass of Canine **/
class KleeKai extends Canine{
     /** Parameterized Constuctor **/
KleeKai(String name, String color, int age, char mF){
          super(name, color, age, mF);
     /** Abstract method implementation
* @return "Klee Kai" **/
String getBreed(){ // abstract method implementation
          return "Klee Kai";
}
/** Subclass of Canine **/
class SiberianHusky extends Canine{
          /** Parameterized Constuctor **/
     SiberianHusky(String name, String color, int age, char mF){ // Constructor
          super(name, color, age, mF);
     /** Abstract method implementation
* @return "Siberian Husky" **/
     String getBreed(){ // abstract method implementation
          return "Siberian Husky";
}
```

The Canine class has 1 abstract method, abstract void getBreed(), and 1 defined method, void printInfo(). Because an abstract class is not fully defined, attempting to instantiate it like so:

```
Canine myPuppy = new Canine("Lilah", "Grey/White", 5, 'F');
```

results in error: Canine is abstract; cannot be instantiated. This type of class is only meant to serve as a base or blueprint for connecting the subclasses that inherit (extend) it. While we can't instantiate *Canine*, we can instantiate its subclasses, *KleeKai* and *SiberianHusky*. This code:

```
Canine c = new KleeKai("Lilah", "Grey/White", 5, 'F');
Canine d = new SiberianHusky("Alaska", "Grey/Black/White", 16, 'F');
c.printInfo();
d.printInfo();
executes and produces this output:
```

Lilah is a 5 year old Female Klee Kai with a Grey/White coat. Alaska is a 16 year old Female Siberian Husky with a Grey/Black/White coat.

because c and d are <u>polymorphic references</u> objects of *Canine*'s subclasses.

Additional Language Resources

C++ Abstract Base Classes
Python Abstract Base Classes

Solve Problem