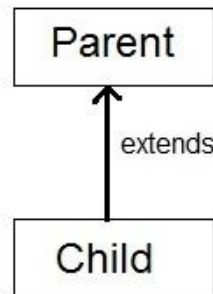


Dynamic Method Invocation

- **Method overriding** is one of the ways in which Java supports Runtime Polymorphism.
- **Dynamic method dispatch** is the mechanism by which a call to an overridden method is resolved at run time, rather than compile time.
- When an overridden method is called through a superclass reference, Java determines which version (superclass / subclasses) of that method is to be executed based upon the type of the object being referred to at the time the call occurs.
- Thus, this determination is made at run time.

Dynamic Method Invocation

- A superclass reference variable can refer to a subclass object. This is also known as **upcasting**. Java uses this fact to resolve calls to overridden methods at run time.
- Therefore, if a superclass contains a method that is overridden by a subclass, then when different types of objects are referred to through a superclass reference variable, different versions of the method are executed.



```
Parent p = new Parent( );
```

```
Child c = new Child( );
```

```
Parent p = new Child( );
```

Upcasting

```
Child c = new Parent( );
```

incompatible type

Dynamic Method Invocation

- Overriding is a lot more than the namespace convention.
- Overriding is the basis for dynamic method dispatch – a call to an overridden method is resolved at run-time, rather than compile-time.
- Method overriding allows for dynamic method invocation:
 - 1) an overridden method is called through the super-class variable
 - 2) Java determines which version of that method to execute based on the type of the referred object at the time the call occurs
 - 3) when different types of objects are referred, different versions of the overridden method will be called.

Example: Dynamic Invocation

- A super-class A:
- ```
class A {
 void callme() {
 System.out.println("Inside A's callme
 method");
 }
}
```

# Example: Dynamic Invocation

- Two sub-classes **B** and **C**:
- `class B extends A {  
    void callme() {  
        System.out.println("Inside B's callme method");  
    }  
}`
- `class C extends A {  
    void callme() {  
        System.out.println("Inside C's callme method");  
    }  
}`
- **B** and **C** override the **A**'s `callme()` method.

# Example: Dynamic Invocation

- Overridden method is invoked through the variable of the super-class type.
- Each time, the version of the `callme()` method executed depends on the type of the object being referred to at the time of the call:
- `class Dispatch {`
- `public static void main(String args[]) {`
  - `A a = new A();`
  - `B b = new B();`
  - `C c = new C();`
- `A r;`
- `r = a; r.callme();`
- `r = b; r.callme();`
- `r = c; r.callme();`
- `} }`

# Uses of final

- The final keyword has three uses:
  - 1) declare a variable which value cannot change after initialization
  - 2) declare a method which cannot be overridden in sub-classes
  - 3) declare a class which cannot have any sub-classes

# Uses of final

- Java final variable
- When a variable is declared with final keyword, its value can't be modified, essentially, a constant. This also means that you must initialize a final variable.
- We must initialize a final variable, otherwise compiler will throw compile-time error. A final variable can only be initialized once, either via an initializer or an assignment statement.
- ```
class FinalVariable {  
    final int var = 50;  
    var = 60 //This line would give an error
```
- ```
}
```



# Preventing Overriding with final

- A method declared **final** cannot be overridden in any sub-class:
- ```
class A {  
    final void meth() {  
        System.out.println("This is a final method.");  
    }  
}
```
- This class declaration is illegal:
- ```
class B extends A {
 void meth() {
 System.out.println("Illegal!");
 }
}
```

# final and Early Binding

- Two types of method invocation:
  - 1) **early binding** – method call is decided at compile-time
  - 2) **late binding** – method call is decided at run-time
- By default, method calls are resolved at run-time.
- As a final method cannot be overridden, their invocations are resolved at compile-time.
- This is one way to improve performance of a method call.

# Preventing Inheritance with final

- A class declared **final** cannot be inherited – has no sub-classes.
- `final class A { ... }`
- This class declaration is considered illegal:
- `class B extends A { ... }`
- Declaring a class **final** implicitly declares all its methods **final**.
- It is illegal to declare a class as both **abstract** and **final**.