

Method Overriding

Method Overriding

- when a method in a subclass has the same name and type signature as a method in its superclass
- then the method in the subclass is said to *override* the method in the superclass.
- When an overridden method is called from within a subclass, it will always refer to the version of that method defined by the subclass.
- The version of the method defined by the superclass will be hidden.

// Method overriding.

```
class A {
    int i, j;
    A(int a, int b) {
        i = a;
        j = b;
    }
    // display i and j
    void show() {
        System.out.println("i and j: " + i + " " + j);
    }
}

class B extends A {
    int k;
    B(int a, int b, int c) {
        super(a, b);
        k = c;
    }
    // display k – this overrides show() in A
    void show() {
        super.show(); // this calls A's show()
        System.out.println("k: " + k);
    }
}
```

```
class Override {
    public static void main(String args[]) {
        B subOb = new B(1, 2, 3);
        subOb.show(); // this calls show() in B
    }
}
```

Output :

i and j: 1 2
k: 3

Difference between Method Overloading & Method Overriding

```
class A {  
    int i, j;  
    A(int a, int b) {  
        i = a;  
        j = b;  
    }  
    // display i and j  
    void show( ) {  
        System.out.println("i and j: " + i + " " + j);  
    }  
}  
// Create a subclass by extending class A.  
class B extends A {  
    int k;  
    B(int a, int b, int c) {  
        super(a, b);  
        k = c;  
    }  
    // overload show( )  
    void show(String msg) {  
        System.out.println(msg + k);  
    }  
}
```

```
class Override {  
    public static void main(String args[]) {  
        B subOb = new B(1, 2, 3);  
  
        // this calls show( ) in B  
        subOb.show("This is k: ");  
  
        // this calls show( ) in A  
        subOb.show();  
    }  
}
```

Output:

This is k: 3
i and j: 1 2

Dynamic Method Dispatch

Dynamic Method Dispatch

- Method overriding forms the basis for one of Java's most powerful concepts: *dynamic method dispatch*.
- Dynamic method dispatch is the mechanism by which a call to an overridden method is resolved at run time, rather than compile time.
- Dynamic method dispatch is important because this is how **Java implements run-time polymorphism**.
- An important principle: a superclass reference variable can refer to a subclass object
- Java uses this fact to resolve calls to overridden methods at run time.
- When an overridden method is called through a superclass reference, Java determines which version of that method to execute **based upon the type of the object being referred to** at the time the call occurs.
- Thus, this determination is made at run time.
- When different types of objects are referred to, different versions of an overridden method will be called.
- In other words, ***it is the type of the object being referred to*** (not the type of the reference variable) that determines which version of an overridden method will be executed.

```

class A {
void callme( ) {
System.out.println("Inside A's callme
method");
}
}
class B extends A {
// override callme( )
void callme( ) {
System.out.println("Inside B's callme
method");
}
}
class C extends A {
// override callme( )
void callme( ) {
System.out.println("Inside C's callme
method");
}
}

```

```

class Dispatch {
public static void main(String args[]) {
A a = new A( ); // object of type A
B b = new B( ); // object of type B
C c = new C( ); // object of type C
A r; // obtain a reference of type A
r = a; // r refers to an A object
r.callme( ); // calls A's version of callme
r = b; // r refers to a B object
r.callme( ); // calls B's version of callme
r = c; // r refers to a C object
r.callme( ); // calls C's version of callme
}
}

```

Output:

Inside A's callme method
Inside B's callme method
Inside C's callme method

Abstract Classes

Using Abstract Classes

To declare an abstract method, use this general form:

abstract type method-name(parameter-list);

- certain methods be overridden by subclasses by specifying the **abstract** type modifier.
- These methods are sometimes referred to as *subclasser responsibility* because they have no implementation specified in the superclass.
- Thus, a **subclass must override them**, it cannot simply use the version defined in the superclass.
- Any class that contains one or more abstract methods must also be declared **abstract**.
- There can be **no objects of an abstract class**. That is, an abstract class cannot be directly instantiated with the **new** operator.
- cannot declare abstract constructors, or abstract static methods
- Any subclass of an abstract class must **either implement all of the abstract methods in the superclass, or be itself declared abstract**.

```
abstract class A {  
    abstract void callme( );
```

```
// concrete methods are still allowed in abstract classes
```

```
void callmetoo( ) {  
    System.out.println("This is a concrete method.");  
}  
}
```

```
class B extends A {  
    void callme( ) {  
        System.out.println("B's implementation of callme.");  
    }  
}
```

```
class AbstractDemo {  
    public static void main(String args[ ]) {  
        B b = new B( );  
        b.callme( );  
        b.callmetoo( );  
    }  
}
```

```

abstract class Figure {
    double dim1;
    double dim2;
    Figure(double a, double b) {
        dim1 = a;
        dim2 = b;
    }
    // area is now an abstract method
    abstract double area( );
}

class Rectangle extends Figure {
    Rectangle(double a, double b) {
        super(a, b);
    }
    // override area for rectangle
    double area( ) {
        System.out.println("Inside Area for
        Rectangle.");
        return dim1 * dim2;
    } }

class Triangle extends Figure {
    Triangle(double a, double b) {
        super(a, b);
    }

```

```

        // override area for right triangle
        double area( ) {
            System.out.println("Inside Area for Triangle.");
            return dim1 * dim2 / 2;
        }
    }
}

```

```

class AbstractAreas {
    public static void main(String args[ ]) {
        // Figure f = new Figure(10, 10); // illegal now
        Rectangle r = new Rectangle(9, 5);
        Triangle t = new Triangle(10, 8);
        Figure figref; // this is OK, no object is created
        figref = r;
        System.out.println("Area is " + figref.area( ));
        figref = t;
        System.out.println("Area is " + figref.area( ));
    }
}

```

final

The keyword **final** has three uses.

➤(1) First, it can be used to create the equivalent of a named constant.

Eg:- **final double radius=4.5;**

➤The other two uses of **final** apply to inheritance.

(2) **Using final to Prevent Overriding** - Methods declared as **final** cannot be overridden.

```
class A {  
    final void meth( ) {  
        System.out.println("This is a final method.");  
    }  
}
```

```
class B extends A {  
    void meth( ) { // ERROR! Can't override.  
        System.out.println("Illegal!");  
    }  
}
```

(3)Using final to Prevent Inheritance

- Declaring a class as **final** implicitly declares all of its methods as **final**, too
- it is illegal to declare a class as both **abstract** and **final** since an abstract class is incomplete by itself and relies upon its subclasses to provide complete implementations.

```
final class A {  
    // ...  
}  
// The following class is illegal.  
class B extends A { // ERROR! Can't subclass A  
    // ...  
}
```

it is illegal for **B** to inherit **A** since **A** is declared as **final**.