

Welcome.TU.code

OOP: Inheritance



What are enums? Define an enum for the 4 seasons and a code snippet that prints a different greeting for each season.



Describe the difference between classes and objects.

Which Java keywords are used when defining a class and creating an object?



```
public class Circle {
   private int diameter = 1;
   String color = "Red";
   public int id;
   private static final double PI = 3.1415926;
   private void access() {
      // which variables can we access here?
   private static void access2() {
      // which variables can we access here?
```



```
public class Circle {
   private int diameter = 1;
   private int a = 2;
   private void access() {
    int a = 1;
       final int b = 1;
   // which variables can we access here?
       for(int i=0; i<10; i++) {
          double c = 1.0;
          // which variables can we access here?
   // which variables can we access here?
```



```
public class Circle {
      private static Circle c3;
   public static void main(String[] args) {
          Circle c1 = new Circle();
          Circle c2;
          c1.access(); // What happens here?
          c2.access(); // What happens here?
          c3.access(); // What happens here?
      private void access() {
          System.out.println("You accessed the
  circle");
```



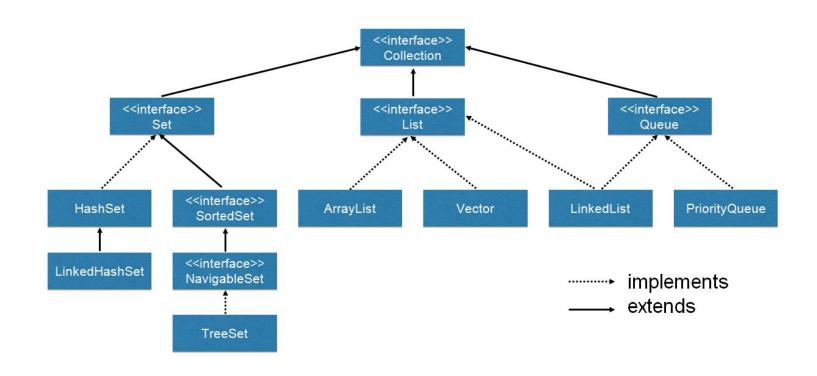
What is the advantage of ArrayLists compared to normal arrays?

Are there any disadvantages?

When would you use an ArrayList?



Our Goal: Collections API





Inheritance

- Reuse code to simplify tasks
- Represent behaviour of real world objects
- Defines a "is-a" relationship
 - e.g. a Car is-a Vehicle, a Human is-a Mammal
- Parent is called superclass, Child is called subclass
- Uses keyword extends (or implements when using interfaces)
- Java does not support multiple superclasses (but multiple super-interfaces)



Inheritance: Example

```
class Vehicle {
    public void drive() {
        System.out.println("Vehicle is driving");
    }
}
class Car extends Vehicle {
}
Method call 1: new Vehicle().drive();
Method call 2: new Car().drive();
```



Inheritance: Example

Method call 2: new Car().drive();

```
class Vehicle {
   public void drive() {
        System.out.println("Vehicle is driving");
class Car extends Vehicle {
   public void drive() {
        System.out.println("Car is driving");
Method call 1: new Vehicle().drive();
```



Inheritance

- Abstract from details
 - e.g. a caller does not need to know about the internals
 - a caller does not even need to know the "real" type
- Modifiers define what is inherited
 - private no visibility in subclass
 - default visible only if subclass is in the same package
 - protected, public visible in subclass
- java.lang.Object is the top class
 - also implicit superclass if not specified otherwise



Inheritance

- New keyword super
 - Used to reference methods and constructors of the superclass
- Constructor chaining with this() and super()
 - must be the first line in a constructor
- Keyword this may become more intuitive
 - this.method() vs super.method()



Inheritance: Example

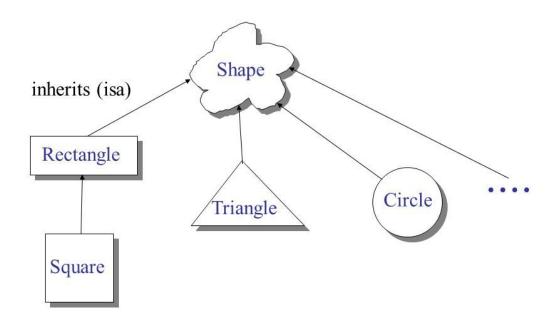
```
class Vehicle {
    public void drive() {
        System.out.println("Vehicle is driving");
    }
}
class Car extends Vehicle {
    public void drive() {
        super.drive();
        System.out.println("Car is driving");
    }
}
```

Method call: new Car().drive();



Our class hierarchie

Shape class hierarchy





Create class Shape

Live Example

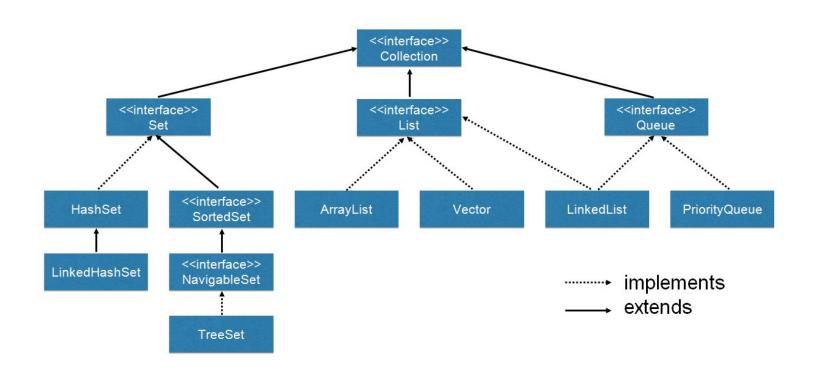


Inheritance: Keyword abstract

- Can be used for classes and methods
 - public abstract class Abc {}
 - o public abstract void method() {}
- abstract methods require an abstract class
- Only non-abstract classes can be instantiated
- Implementing/overriding abstract methods makes them non-abstract
- abstract classes without abstract methods are possible



Revisiting Collections API





Connect 4

Are there any questions about the homework?