Interfaces and Inheritance

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Recall: Enumeration

```
public enum Direction
{
    LEFT,
    RIGHT
}
```

Interface

```
public interface Car
{
    void turn(Direction direction);
    void setBlinker(Direction which, boolean onoff);
    int accelerate(int how_much);
    int getSpeed();
}
```

```
public class Civic implements Car
    private int speed = 0;
    private boolean left blinker on = false;
    private boolean right_blinker_on = false;
    public void turn(Direction direction)
        setBlinker(direction, true);
        accelerate(-15);
    public void setBlinker(Direction which, boolean onoff)
        if (which == Direction.LEFT)
            left blinker on = onoff;
        else if (which == Direction.RIGHT)
            right_blinker_on = onoff;
    public int accelerate(int how much)
        speed += how much;
        if (speed > 100)
            speed = 100;
        return getSpeed();
    }
    public int getSpeed()
        return speed;
```

Interface is a Type

```
public class CarDemo
    public static Car findFasterCar(Car first, Car second)
        if (first.getSpeed() > second.getSpeed())
            return first;
        else
            return second;
   public static void main(String[] args)
        Car c1 = new Civic();
        Car c2 = new Corolla();
        c1.accelerate(50);
        c2.accelerate(40);
        c2.setBlinker(Direction.LEFT, true);
        Car faster car = findFasterCar(c1, c2);
        faster_car.accelerate(-5);
```

Debugger

```
- - X
Java - Delete/src/CarDemo.java - Eclipse
File Edit Source Refactor Navigate Search Project Run Window Help
    □ Java 🏂 Debug
                                                                                      Quick Access
    CarDemo.java
                                                                                                                  public class CarDemo
              public static Car findFasterCar(Car first, Car second)
                  if (first.getSpeed() > second.getSpeed())
                      return first;
                   else
                      return second;
              public static void main(String[] args)
                  Car c1 = new Civic();
                  Car c2 = new Corolla();
                  c1.accelerate(50);
                   c2.accelerate(40);
                  c2.setBlinker(Direction.LEFT, true);
                  Car faster car = findFasterCar(c1, c2);
                  faster car.accelerate(-5);
                                                           Writable
                                                                     Smart Insert
                                                                               14:34
```

Example

Add the **Product** class and **Relatable** interface to a project. Make **Product** implement **Relatable**. Create a **ProductDemo** that has a method with signature:

public static Object findCheapest(Relatable[] arr)

Inheritance

```
public class User
    private String username;
    private String password;
    private String email;
    public User(String u, String p, String e)
        username = u;
        password = p;
        email = e;
    public boolean changePassword(String new_password)
        boolean success = false;
        if (new password.length() >= 6)
            password = new_password;
            success = true;
        return success;
    public String getUsername()
        return username;
    public String getPassword()
        return password;
    public String getEmail()
        return email;
```

Inheritance - Subclass

```
public class Student extends User
    private int id;
    private int[] course_list = new int[5];
    private int num courses = 0;
    public Student(String u, String p, String e, int i)
        super(u, p, e);
        id = i;
    public boolean enroll(int course num)
        if (num courses == course list.length)
            return false;
        course list[num courses] = course num;
        num courses++;
        return true;
    public String getCourses()
        String courses = "";
        for (int subscript = 0; subscript < num_courses; subscript++)</pre>
            courses += course list[subscript] + " ";
        return courses;
```

Inheritance - Usage

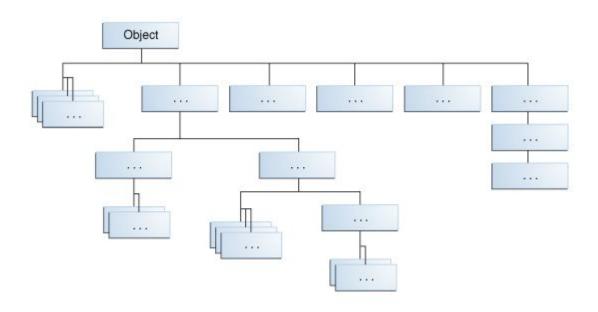
```
public class Demo
{
    public static void main(String[] args)
    {
        Student user = new Student("mwagner", "letmein", "mwagner@hancockcollege.edu", 2600);
        user.changePassword("longpassword123");
        user.enroll(5000);
        user.enroll(6400);
        System.out.println(user.getUsername());
        System.out.println(user.getCourses());
    }
}
```

Example

Create a class called **Redditor** that is a subclass of **User**. Make the following methods:

- boolean postLink(String title, String url)
 - Make an inner class that encapsulates title-url
 - Use an ArrayList to store posts
- Use a static member to prevent reposts
- Create a static method to get all unique posts

Object



Object

Method and Description

clone()

Creates and returns a copy of this object.

equals(Object obj)

Indicates whether some other object is "equal to" this one.

finalize()

Called by the garbage collector on an object when garbage collection determines that there are no more references to the object.

getClass()

Returns the runtime class of this Object.

hashCode()

Returns a hash code value for the object.

notify()

Wakes up a single thread that is waiting on this object's monitor.

notifyAll()

Wakes up all threads that are waiting on this object's monitor.

toString()

Returns a string representation of the object.

wait()

Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object.

wait(long timeout)

Causes the current thread to wait until either another thread invokes the notify() method or the notifyAll() method for this object, or a specified amount of time has elapsed.

wait(long timeout, int nanos)

Causes the current thread to wait until another thread invokes the notify() method or the notifyAll() method for this object, or some other thread interrupts the current thread, or a certain amount of real time has elapsed.

Overriding - Superclass

```
public class WebBrowser
    protected String current page;
    private String last page;
    public void visit(String link)
        last page = current page;
        current page = link;
    public void clearHistory()
        last page = null;
    public String getHistory()
        return last page;
    public String toString()
        return "Current: " + current page + " Last page: " + last page;
```

Overriding - Subclass

```
public class PrivateWebBrowser extends WebBrowser
{
    public void visit(String link)
    {
        super.visit(link);
        clearHistory();
    }

    public String toString()
    {
        return "Current: " + current_page + " (Private browsing - no history)";
    }
}
```

Overriding Demo

```
public class BrowserDemo
    public static void main(String[] args)
        WebBrowser chrome = new WebBrowser();
        WebBrowser incognito = new PrivateWebBrowser();
        chrome.visit("youtube.com");
        chrome.visit("twitter.com");
        incognito.visit("youtube.com");
        incognito.visit("twitter.com");
        System.out.println(chrome);
        System.out.println(incognito);
        incognito.visit("twitch.tv");
        System.out.println(incognito.getHistory());
```

Example

Make a class called **Message**.

String member and getter

Make a subclass called **TextMessage**

 Override message getter to return only 160 characters

Make a subclass called **StatusUpdate**

- Add a like method
- Override message to get message and like count

For next slide

```
public class Product
    private String name;
    private double price;
    public Product(String n, double p)
        name = n;
        price = p;
    public double getPrice()
        return price;
    public String getName()
    {
        return name;
```

Abstract Class

```
public abstract class Order
    protected double subtotal = 0;
    protected double sales tax = 0.08;
    public void addProduct(Product p)
        subtotal += p.getPrice();
    public abstract void applySale();
    public double getTotal()
        applySale();
        return subtotal * (1 + sales_tax);
```

Abstract Class - Subclasses

```
public class TaxFreeOrder extends Order
{
    public void applySale()
    {
        sales_tax = 0;
    }
}
```

```
public class DiscountOrder extends Order
{
    private double off;

    public DiscountOrder(double off)
    {
        this.off = off;
    }

    public void applySale()
    {
        subtotal -= off;
    }
}
```

Abstract Class Demo

```
public class AbstractClassDemo
   public static void main(String[] args)
        Product p1 = new Product("iPhone", 700);
        Product p2 = new Product("Cheeseburger", 3);
        Product p3 = new Product("Disneyland Ticket", 120);
        Order order1 = new TaxFreeOrder();
        order1.addProduct(p1);
        order1.addProduct(p2);
        order1.addProduct(p3);
        Order order2 = new DiscountOrder(20);
        order2.addProduct(p1);
        order2.addProduct(p2);
        order2.addProduct(p3);
        System.out.println("Order 1 total: " + order1.getTotal());
        System.out.println("Order 2 total: " + order2.getTotal());
```

Example

Create an abstract class called **Filter**.
Create a subclass called **BadWordFilter**.

```
public abstract class Filter
    private String original;
    private String filtered;
    public abstract String filter();
    public Filter(String original)
        this.original = original;
        this.filtered = filter();
    }
    public String getOriginal()
        return original;
    public String getFiltered()
        return filtered;
```