

Polymorphism

- Objectives - when we have completed this set of notes, you should be familiar with:
 - Defining polymorphism and its benefits
 - Using inheritance to create polymorphic references
 - Using interfaces to create polymorphic references



Polymorphism - 1

Polymorphism

- The term *polymorphism* literally means "having many forms"
- A *polymorphic reference* can refer to objects of various types
- The method invoked through a polymorphic reference can change from one invocation to the next



Polymorphism - 2

Polymorphism

- Consider the following reference variable:

```
Occupation job;
```

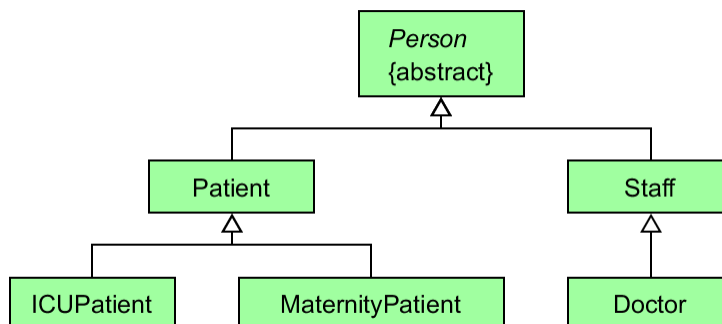
- Java allows the variable `job` to reference an `Occupation` object or any other object of a compatible type
- Compatibility can be established by **inheritance** (subclasses) or by using **interfaces**
- Now let's take another look at the [Person](#) class hierarchy to see how compatibility is established by inheritance



Polymorphism - 3

References and Inheritance

- Consider the following inheritance hierarchy:



(Open the Hospital.gpj project file to generate UML Class Diagram)



Polymorphism - 4

References and Inheritance

- An object reference can refer to an object of its class, **or to an object of any subclass**
- For example, the following code is valid:

```
Person p = new Patient("Jane", "Lane", "US", 1970);  
p = new ICUPatient("Jake", "Lane", 19, 1980);  
Staff s = new Doctor("Joan", "Lane", "Lab", "");  
p = s; // can we do this?
```

- Remember, we have the *is-a* relationship
- Assigning a child object to a parent reference is considered a *widening conversion*



Polymorphism - 5

References and Inheritance

- Assigning an parent reference to a child reference can be done also, but it is considered a narrowing assignment and must be done with a cast. In addition, the object referenced by the parent type must be an instance of the child class or one of its subclasses. Example:

```
Staff s = new Doctor("Joan", "Lane", "Lab", "");  
Doctor d = (Doctor) s;
```

- The widening conversion is the most useful



Polymorphism - 6

Polymorphism via Inheritance

- When an object reference is declared as a parent type, you only have access to the methods in the parent class.
 - The methods specific to the child class can only be accessed using casting.
- For example, you cannot invoke `s.setSpecialty()` on the `s` object below even though `setSpecialty` is defined in `Doctor.java`. A cast is required since it is unknown to `Staff`.

```
Staff s = new Doctor("Joan", "Lane", "Lab", "");  
((Doctor)s).setSpecialty("Surgeon");
```



Polymorphism - 7

Polymorphism via Inheritance

- The *instanceof* operator can be used to determine if an object is an instance of class.
- For example:

```
Doctor d = new Doctor("Joan", "Lane", "Lab", "");  
if (d instanceof Doctor) {  
    System.out.println("d is a Doctor");  
}  
if (d instanceof Person) {  
    System.out.println("d is a Person");  
}
```

Would print the following:

```
d is a Doctor  
d is a Person
```

[InstanceofExample.java](#)



Polymorphism - 8

Polymorphism via Inheritance

- When a method is invoked on object referenced by a superclass variable, although the method must be present in the superclass, the version of the method associated with the subclass is the one that is actually invoked.
- Consider [PrintHospital.java](#)
- Note that different versions of `getId()` are invoked even though all objects in `personArray` are of type `Person`.

```
for (Person p : personArray) {  
    System.out.println(p.getId());  
}
```



Polymorphism - 9

Binding

- Consider the following method invocation:

```
obj.toString();
```

- At some point, this invocation is *bound* to the definition of the method that it invokes
- If this binding occurred at compile time, then that line of code would call the same method every time
- However, Java defers method binding until run time -- this is called *dynamic binding* or *late binding*
- Thus, in our `PrintHospital` example, the appropriate `getID()` method was bound while the program was running



Polymorphism - 10

Polymorphism via Interfaces

- An interface name can be used as the type of an object reference variable

```
Comparable current;
```

- The `current` reference can be used to point to any object of any class that implements the `Comparable` interface
- The version of `compareTo` that the following line invokes depends on the type of object that `current` is referencing

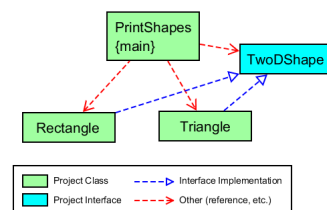
```
current.compareTo(cObj);
```



Polymorphism - 11

Polymorphism via Interfaces

- Recall that the `Rectangle` and `Triangle` objects both implement the `TwoDShape` interface. [PrintShapes.java](#) provides an example of polymorphism via inheritance.



- The variable `TwoDShape shape1` can access `getNumberSides()`, `getPerimeter()`, and `toString()`, but what about `getClassification()`?



Polymorphism - 12

Polymorphism

- All object references in Java are potentially polymorphic, because all classes inherit from the Object class and all interfaces have implicit abstract methods that match the public methods in the Object class unless these methods are explicitly declared [[JLS 9.2](#)].
- The object class has the following methods (as well as others)
 - clone(), equals(), toString()
- Thus any object reference, regardless of its declaration type, can access the above methods



Polymorphism - 13

Polymorphism

- The instanceof operator can be used to determine if an object is an instance of a class
- The lecture on Wednesday will continue with polymorphism and provide an introduction to ordering and sorting objects.
- Make sure that you study both sets of notes for the quiz on Wednesday.



Polymorphism - 14