Chapter 7
Inheritance

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- Sub-topics w.r.t. inheritances
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Overview of inheritance

- Introduction to inheritance
- Derived classes
- Subclasses
- parent/child classes

Introduction to Inheritance

- *Inheritance* is one of the main techniques of object-oriented programming (OOP)
- Using this technique, a very general form of a class is first defined and compiled, and then more specialized versions of the class are defined by adding instance variables and methods
  - The specialized classes are said to *inherit* the methods and instance variables of the general class

Introduction to Inheritance

- Inheritance is the process by which a new class is created from another class
  - The new class is called a *derived class*
  - The original class is called the *base class*
- A derived class automatically has all the instance variables and methods that the base class has, and it can have additional methods and/or instance variables as well
- Inheritance is especially advantageous because it allows code to be *reused*, without having to copy it into the definitions of the derived classes

Derived Classes

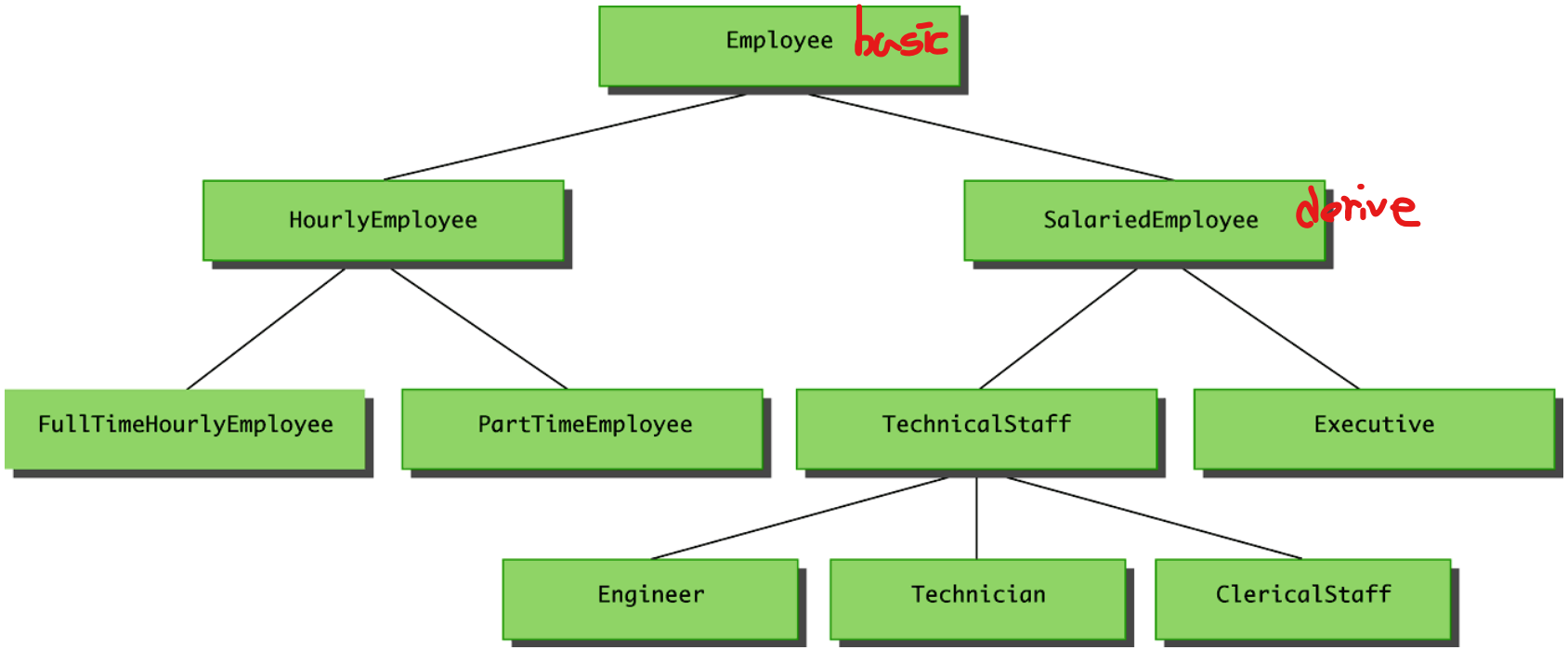
- When designing certain classes, there is often a natural hierarchy for grouping them
  - In a record-keeping program for the employees of a company, there are hourly employees and salaried employees
  - Hourly employees can be divided into full time and part time workers
  - Salaried employees can be divided into those on technical staff, and those on the executive staff

Derived Classes

- All employees share certain characteristics in common
  - All employees have a name and a hire date
  - The methods for setting and changing names and hire dates would be the same for all employees
- Some employees have specialized characteristics
  - Hourly employees are paid an hourly wage, while salaried employees are paid a fixed wage
  - The methods for calculating wages for these two different groups would be different

A Class Hierarchy

Display 7.1 **A Class Hierarchy**



Derived Classes

- Within Java, a class called **`Employee`** can be defined that includes all employees
- This class can then be used to define classes for hourly employees and salaried employees
  - In turn, the **`HourlyEmployee`** class can be used to define a **`PartTimeHourlyEmployee`** class, and so forth

Derived Classes

- Since an hourly employee is an employee, it is defined as a *derived* class of the class **`Employee`**
  - A *derived class* is defined by adding instance variables and methods to an existing class
  - The existing class that the derived class is built upon is called the *base class*
  - The phrase **`extends BaseClass`** must be added to the derived class definition:

```
public class HourlyEmployee extends Employee
```

basic

Derived Classes

- When a derived class is defined, it is said to inherit the instance variables and methods of the base class that it extends
  - Class **`Employee`** defines the instance variables **`name`** and **`hireDate`** in its class definition
  - Class **`HourlyEmployee`** also has these instance variables, but they are not specified in its class definition
  - Class **`HourlyEmployee`** has additional instance variables **`wageRate`** and **`hours`** that are specified in its class definition

Derived Classes

- Just as it inherits the instance variables of the class **`Employee`**, the class **`HourlyEmployee`** inherits all of its methods as well
  - The class **`HourlyEmployee`** inherits the methods **`getName`**, **`getHireDate`**, **`setName`**, and **`setHireDate`** from the class **`Employee`**
  - Any object of the class **`HourlyEmployee`** can invoke one of these methods, just like any other method

Display 7.2 The Base Class Employee

```
public class Employee
{
    private String name;
    private Date hireDate;

    public Employee()
    {
        name = "No name";
        hireDate = new Date("January", 1, 1000); //Just a placehol
    }

    /**
     Precondition: Neither theName nor theDate is null.
    */
    public Employee(String theName, Date theDate)
    {
        if (theName == null || theDate == null)
        {
            System.out.println("Fatal Error creating employee.");
            System.exit(0);
        }
        name = theName;
        hireDate = new Date(theDate);
    }

    public Employee(Employee originalObject)
    {
        name = originalObject.name;
        hireDate = new Date(originalObject.hireDate);
    }

    public String getName()
    {
        return name;
    }

    public Date getHireDate()
    {
        return new Date(hireDate);
    }
```

The class **Date** *is defined in Display 4.13.*

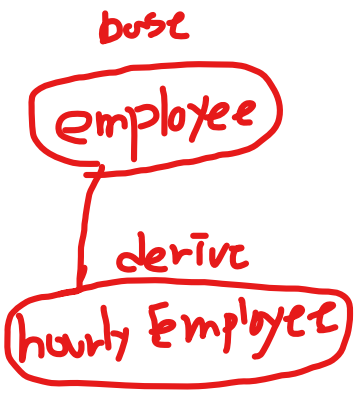
```
    /**
     Precondition newName is not null.
    */
    public void setName(String newName)
    {
        if (newName == null)
        {
            System.out.println("Fatal Error set
            System.exit(0);
        }
        else
            name = newName;
    }

    /**
     Precondition newDate is not null.
    */
    public void setHireDate(Date newDate)
    {
        if (newDate == null)
        {
            System.out.println("Fatal Error set
            System.exit(0);
        }
        else
            hireDate = new Date(newDate);
    }

    public String toString()
    {
        return (name + " " + hireDate.toString()
    }

    public boolean equals(Employee otherEmployee)
    {
        return (name.equals(otherEmployee.name)
                && hireDate.equals(otherEm
    }
}
```

Display 7.3 The Derived Class HourlyEmployee




```
public class HourlyEmployee extends Employee
{
    private double wageRate;
    private double hours; //for the month

    public HourlyEmployee()
    {
        super();
        wageRate = 0;
        hours = 0;
    }

    /**
     Precondition: Neither theName nor theDate is null;
     theWageRate and theHours are nonnegative.
    */
    public HourlyEmployee(String theName, Date theDate,
                          double theWageRate, double theHours)
    {
        super(theName, theDate);
        if ((theWageRate >= 0) && (theHours >= 0))
        {
            wageRate = theWageRate;
            hours = theHours;
        }
        else
        {
            System.out.println(
                      "Fatal Error: creating an illegal hourly employee.");
            System.exit(0);
        }
    }

    public HourlyEmployee(HourlyEmployee originalObject)
    {
        super(originalObject);
        wageRate = originalObject.wageRate;
        hours = originalObject.hours;
    }
```

It will take the rest of Section 7.1 to explain this class definition.

If this line is omitted, Java will still invoke the no-argument constructor for the base class.

파라미터에서는 employee이다 => derived class는 baseclass의 타입으로 호환된다.

An object of the class **HourlyEmployee** *is also an instance of the class* **Employee**.

Display 7.3 The Derived Class HourlyEmployee

```
public double getRate()
{
    return wageRate;
}

public double getHours()
{
    return hours;
}

/**
 Returns the pay for the month.
*/
public double getPay()
{
    return wageRate*hours;
}

/**
 Precondition: hoursWorked is nonnegative.
*/
public void setHours(double hoursWorked)
{
     if (hoursWorked >= 0)
         hours = hoursWorked;
     else
     {
         System.out.println("Fatal Error: Negative hours worked.");
         System.exit(0);
     }
 }
```

```
/**
 Precondition: newWageRate is nonnegative.
*/
public void setRate(double newWageRate)
{
     if (newWageRate >= 0)
         wageRate = newWageRate;
     else
     {
         System.out.println("Fatal Error: Negative wage rate.");
         System.exit(0);
     }
}

public String toString()
{
    return (getName() + " " + getHireDate().toString()
            + "\n$" + wageRate + " per hour for " + hours + " hours");
}

public boolean equals(HourlyEmployee other)
{
   return (getName().equals(other.getName())
            && getHireDate().equals(other.getHireDate())
            && wageRate == other.wageRate
            && hours == other.hours);
}
```

We will show you a better way to d
equals *later in this chapter.*

Derived Class (Subclass)

- A derived class, also called a *subclass*, is defined by starting with another already defined class, called a *base class* or *superclass*, and adding (and/or changing) methods, instance variables, and static variables
  - The derived class inherits all the public methods, all the public and private instance variables, and all the public and private static variables from the base class
  - The derived class can add more instance variables, static variables, and/or methods

Parent and Child Classes

- A base class is often called the *parent class*
  - A derived class is then called a *child class*
- These relationships are often extended such that a class that is a parent of a parent . . . of another class is called an *ancestor class*
  - If class **`A`** is an ancestor of class **`B`**, then class **`B`** can be called a *descendent* of class **`A`**

Sub-topics w.r.t. inheritances

- Overriding methods
- The final modifier
- The super constructor
- The this constructor
- An Enhanced StringTokenizer Class
- Access to a Redefined Base Method

Overriding a Method Definition

derived class 에서 base 에 있는 method 재정의.

- Although a derived class inherits methods from the base class, it can change or *override* an inherited method if necessary
  - In order to override a method definition, a new definition of the method is simply placed in the class definition, just like any other method that is added to the derived class

base에서 overloading 된 method는 각 class에 있는 method로 실행
derived에서

Pitfall: Overriding Versus Overloading

오버로딩과 다르게 signature가 똑같을 때 overriding

- Do not confuse *overriding* a method in a derived class with *overloading* a method name
  - When a method is overridden, the new method definition given in the derived class has the exact same number and types of parameters as in the base class
  - When a method in a derived class has a different signature from the method in the base class, that is overloading
  - Note that when the derived class overloads the original method, it still inherits the original method from the base class as well

The `final` Modifier

- If the modifier **`final`** is placed before the definition of a *method*, then that method may not be redefined in a derived class
- It the modifier **`final`** is placed before the definition of a *class*, then that class may not be used as a base class to derive other classes

The `super` Constructor

- A derived class uses a constructor from the base class to initialize all the data inherited from the base class
  - In order to invoke a constructor from the base class, it uses a special syntax:

```
public derivedClass(int p1, int p2, double p3)
{
    super(p1, p2);
    instanceVariable = p3;
}
```

  - In the above example, `super(p1, p2);` is a call to the base class constructor

The `super` Constructor

- A call to the base class constructor can never use the name of the base class, but uses the keyword **`super`** instead
- A call to **`super`** must always be the first action taken in a constructor definition
- An instance variable cannot be used as an argument to **`super`**

The `super` Constructor

- If a derived class constructor does not include an invocation of `super`, then the no-argument constructor of the base class will automatically be invoked
  - This can result in an error if the base class has not defined a no-argument constructor
- Since the inherited instance variables should be initialized, and the base class constructor is designed to do that, then an explicit call to `super` should always be used

The `this` Constructor

- Within the definition of a constructor for a class, **`this`** can be used as a name for invoking another constructor in the same class
  - The same restrictions on how to use a call to **`super`** apply to the **`this`** constructor
- If it is necessary to include a call to both **`super`** and **`this`**, the call using **`this`** must be made first, and then the constructor that is called must call **`super`** as its first action

이 constructor 에서 this, super 둘다 사용할 때는

The `this` Constructor

- Often, a no-argument constructor uses **`this`** to invoke an explicit-value constructor
  - No-argument constructor (invokes explicit-value constructor using **`this`** and default arguments):

```
public ClassName()
{
   this(argument1, argument2);
}
```

  - Explicit-value constructor (receives default values):

```
public ClassName(type1 param1, type2 param2)
{
   . . .
}
```

The `this` Constructor

```
public HourlyEmployee()
{
  this("No name", new Date(), 0, 0);
}
```

- The above constructor will cause the constructor with the following heading to be invoked:

```
public HourlyEmployee(String theName,
  Date theDate, double theWageRate, double
  theHours)
```

An Enhanced `StringTokenizer` Class

기본 String class 의확장

- Thanks to inheritance, most of the standard Java library classes can be enhanced by defining a derived class with additional methods
- For example, the `StringTokenizer` class enables all the tokens in a string to be generated one time
  - However, sometimes it would be nice to be able to cycle through the tokens a second or third time

Access to a Redefined Base Method

- Within the definition of a method of a derived class, the base class version of an overridden method of the base class can still be invoked
  - Simply preface the method name with super and a dot

```
public String toString()
{
  return (super.toString() + "$" + wageRate);
}
```

- However, using an object of the derived class outside of its class definition, there is no way to invoke the base class version of an overridden method

The protected access modifiers and package access

상속관계일때 private 선언된 것은 자식class가 접근가능.

- Private instance variables/method
- Protected and package access
- Access modifiers

Encapsulation and Inheritance Pitfall: Use of Private Instance Variables from the Base Class

- An instance variable that is private in a base class is not accessible *by name* in the definition of a method in any other class, not even in a method definition of a derived class
  - For example, an object of the **`HourlyEmployee`** class cannot access the private instance variable **`hireDate`** by name, even though it is inherited from the **`Employee`** base class
- Instead, a private instance variable of the base class can only be accessed by the public accessor and mutator methods defined in that class
  - An object of the **`HourlyEmployee`** class can use the **`getHireDate`** or **`setHireDate`** methods to access **`hireDate`**

private으로 설정되면 자식 class에도 안보임

Pitfall: Private Methods Are Effectively Not Inherited

- The private methods of the base class are like private variables in terms of not being directly available
- However, a private method is completely unavailable, unless invoked indirectly
  - This is possible only if an object of a derived class invokes a public method of the base class that happens to invoke the private method
- This should not be a problem because private methods should just be used as helping methods
  - If a method is not just a helping method, then it should be public, not private

`Protected` and `Package` Access

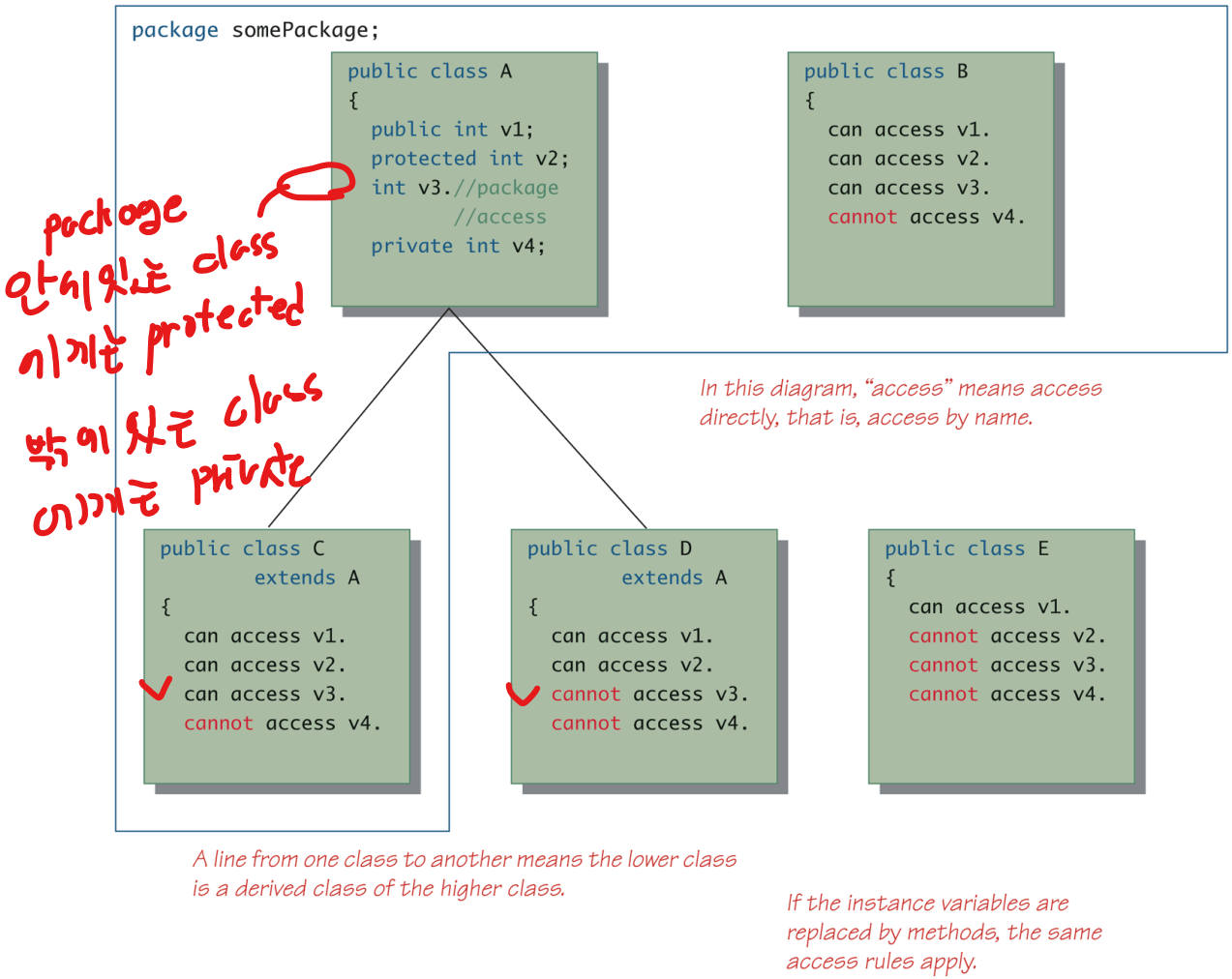
- If a method or instance variable is modified by **`protected`** (rather than **`public`** or **`private`**), then it can be accessed *by name*
  - Inside its own class definition
  - Inside any class derived from it
  - In the definition of any class in the same package
- The **`protected`** modifier provides very weak protection compared to the **`private`** modifier
  - It allows direct access to any programmer who defines a suitable derived class
  - Therefore, instance variables should normally not be marked **`protected`**

`Protected` and `Package` Access

- An instance variable or method definition that is not preceded with a modifier has *package access*
  - Package access is also known as *default* or *friendly access*
- Instance variables or methods having package access can be accessed *by name* inside the definition of any class in the same package
  - However, neither can be accessed outside the package

Access Modifiers

Display 7.9 Access Modifiers



The Class Object

- The Class Object
- The right way to define equals
- The instanceof operator
- The getClass() method

The Class `Object`

- In Java, every class is a descendent of the class ***`Object`***
  - Every class has **`Object`** as its ancestor
  - Every object of every class is of type **`Object`**, as well as being of the type of its own class
- If a class is defined that is not explicitly a derived class of another class, it is still automatically a derived class of the class **`Object`**

The Class `Object`

- The class `Object` is in the package `java.lang` which is always imported automatically
- Having an `Object` class enables methods to be written with a parameter of type `Object`
  - A parameter of type `Object` can be replaced by an object of any class whatsoever
  - For example, some library methods accept an argument of type `Object` so they can be used with an argument that is an object of any class

The Class `Object`

- The class **`Object`** has some methods that every Java class inherits
  - For example, the **`equals`** and **`toString`** methods
- Every object inherits these methods from some ancestor class
  - Either the class **`Object`** itself, or a class that itself inherited these methods (ultimately) from the class **`Object`**
- However, these inherited methods should be overridden with definitions more appropriate to a given class
  - Some Java library classes assume that every class has its own version of such methods

The Right Way to Define `equals`

- Since the `equals` method is always inherited from the class `Object`, methods like the following simply overload it:

```
public boolean equals(Employee otherEmployee)
{ . . . }
```

- However, this method should be overridden, not just overloaded:

```
public boolean equals(Object otherObject)
{ . . . }
```

The Right Way to Define `equals`

- The overridden version of `equals` must meet the following conditions
  - The parameter `otherObject` of type `Object` must be type cast to the given class (e.g., `Employee)`
  - However, the new method should only do this if `otherObject` really is an object of that class, and if `otherObject` is not equal to `null`
  - Finally, it should compare each of the instance variables of both objects

A Better `equals` Method for the Class `Employee`

```
public boolean equals(Object otherObject)
{
  if(otherObject == null)
    return false;
  else if(getClass( ) != otherObject.getClass( ))
    return false;
  else
  {
    Employee otherEmployee = (Employee)otherObject;
    return (name.equals(otherEmployee.name) &&
      hireDate.equals(otherEmployee.hireDate));
  }
}
```

The `getClass()` Method

- Every object inherits the same **`getClass()`** method from the **`Object`** class
  - This method is marked **`final`**, so it cannot be overridden
- An invocation of **`getClass()`** on an object returns a representation *only* of the class that was used with **`new`** to create the object
  - The results of any two such invocations can be compared with **`==`** or **`!=`** to determine whether or not they represent the exact same class

```
(object1.getClass() == object2.getClass())
```

The `instanceof` Operator

- The **`instanceof`** operator checks if an object is of the type given as its second argument

```
Object instanceof ClassName
```

  - This will return **`true`** if **`Object`** is of type **`ClassName`**, and otherwise return **`false`**
  - Note that this means it will return **`true`** if **`Object`** is the type of *any descendent class* of **`ClassName`**

Tip: `getClass` Versus `instanceof`

- Many authors suggest using the **`instanceof`** operator in the definition of **`equals`**
  - Instead of the **`getClass()`** method
- The **`instanceof`** operator will return **`true`** if the object being tested is a member of the class for which it is being tested
  - However, it will return **`true`** *if it is a descendent of that class* as well
- It is possible (and especially disturbing), for the **`equals`** method to behave inconsistently given this scenario

Tip: `getClass` Versus `instanceof`

- Here is an example using the class **`Employee`**

```
. . . //excerpt from bad equals method
else if(!(OtherObject instanceof Employee))
  return false; . . .
```

- And an example using the class **`HourleyEmployee`**

```
. . . //excerpt from bad equals method
else if(!(OtherObject instanceof HourleyEmployee))
  return false; . . .
```

- Now consider the following:

```
Employee e = new Employee("Joe", new Date());
HourlyEmployee h = new
  HourlyEmployee("Joe", new Date(),8.5, 40);
boolean testH = e.equals(h); true
boolean testE = h.equals(e); false.
```

Tip: `getClass` Versus `instanceof`

- **`testH`** will be **`true`**, because **`h`** is an **`Employee`** with the same name and hire date as **`e`**
- However, **`testE`** will be **`false`**, because **`e`** is not an **`HourlyEmployee`**, and cannot be compared to **`h`**
- Note that this problem would not occur if the **`getClass()`** method were used instead, as in the previous **`equals`** method example

`instanceof` and `getClass`

- Both the `instanceof` operator and the `getClass()` method can be used to check the class of an object
- However, the `getClass()` method is more exact
  - The `instanceof` operator simply tests the class of an object
  - The `getClass()` method used in a test with `==` or `!=` tests if two objects *were created with* the same class