

Class Design

Using this() and super()

// special method this() is used to call another constructor in a constructor

```
public class Dog {  
    private String name;  
    private int age;  
    public Dog(String name, int age) {  
        this.name = name;  
        this.age = age;  
    }
```

```
    public Dog() {  
        this("Chip", 1);  
        System.out.println("Woof!");  
    }  
}
```

```
// main method
```

```
public static void main(String[] args) {
```

```
    Dog dog = new Dog();
```

```
    System.out.println("Name: " + dog.name + ", " + "Age: " + dog.age);
```

```
}
```

```
Woof!
```

```
Name: Chip, Age: 1
```

```
public Dog() {
```

```
    this("Chip", 1);
```

```
    System.out.println("woof!");
```

```
}
```



The diagram illustrates the execution flow of the provided Java code. Two red arrows originate from the `Dog()` constructor call in the `main` method. One arrow points to the `public Dog()` method definition, and the other points to the `System.out.println("woof!");` statement within that method. This indicates that the `main` method calls the `Dog` constructor, which then prints "woof!" before returning control to `main`.

Rules for using this()

1. `this()` can only be called **in the first line** in the constructor
2. `this()` can be called **only once**
3. you must be careful not to create a "cycle"
 - constructors which call each other *ad infinitum*

```
// example #1
public Dog() {
    System.out.println("Woof!");
    this("Chip", 1); does not compile
}
```

```
// example #2
public Dog() {
    this();
    System.out.println("Woof!");
} cycle (infinite loop)
```

// example #3

```
public Dog() {
```

```
    this("Chip", 1);
```

```
    System.out.println("Woof!");
```

```
}
```

cycle (infinite loop)

```
public Dog(String name, int age) {
```

```
    this();
```


```
    this.name = name;
```

```
    this.age = age;
```

```
}
```

```
// special method super() is used to call a constructor of a superclass  
// in a constructor of the subclass
```

```
class Mammal {  
    public int age;  
    public Mammal(int age) { this.age = age; }  
}  
  
public class Dog extends Mammal {  
    private String name;  
    public Dog(String name, int age) {  
        super(age);  
        this.name = name;  
        System.out.println("Woof!")  
    }  
}
```



```
// if there is no this() or super() in the first line  
// then the compiler will insert super() automatically !!!
```

```
class Mammal {  
    public int age;  
}  
  
public class Dog extends Mammal {  
    private String name;  
    public Dog() {  
        System.out.println("Woof!")  
    }  
}
```

← the compiler inserts super();

// be careful if the superclass doesn't have the no-argument constructor

```
class Mammal {
```

```
    public int age;
```

we have provided a constructor (with arguments),

therefore the compiler will not auto-generate no-arg constructor

```
    public Mammal(int age) { this.age = age; }
```

```
}
```

```
public class Dog extends Mammal {
```

```
    private String name;
```

```
    public Dog() {
```

```
        System.out.println("Woof!");
```

the compiler inserts `super();`

```
    }
```

```
}
```

there is no `Mammal()` constructor => does not compile

Rules for using `super()`

1. If there is no explicit `this()` or `super()` in the first line of the constructor
 - the compiler will insert `super()` at the beginning of every constructor
2. Can be called only once
3. Must be called in the first line of the constructor