OOP with Java

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OOP with Java

- 通知
 - Project 4:5月2日晚9点

- 复习
 - 类的复用
 - 组合 (composition):
 - has-a 关系

```
class MyType {
   public int i;
   public double d;
   public char c;
   public void set(double x) { d = x;}
   public double get() { return d; }
}
```

```
public class MyCompType {
    private MyType m = new MyType();
    private String s;
    public MyCompType(){
        s = new String("Hello");
    }
}
```

- 复习
 - 继承 (inheritance)
 - is-a 关系

```
class MyType {
   public int i;
   public double d;
   public char c;
   public void set(double x) { d = x;}
   public double get() { return d; }
}
```

```
public class MySubType extends MyType{
 String s = new String("Hello");
public double add(double d){return this.d + d;}
 public double add(String s){return this.s + s;}
  public void set(double x){ i = (int)x; }
  public double get() { return i; }
  public static void main(String [ ]args){
     MySubType ms = new MySubType();
     System.out.println(ms.get());
     System.out.println(ms.add(1.0));
     System.out.println(ms.add("World"));
```

- 复习
 - 继承
 - 子类有父类的所有方法和数据
 - 子类可以定义新的方法和数据
 - 子类可以重写 (override) 父类的方法
 - super 关键字
 - 每一个子类对象都隐含包含一个父类对象
 - Object 对象
 - Single root class hierarchy tree
 - 方法:

```
boolean equals(Object o)
```

String toString()

```
class MyType {
   public int i;
   public double d;
   public char c;
   public void set(double x) { d = x;}
   public double get() { return d; }

   public static void main(String [ ]args){
      MyType m = new MyType();
      MyType n = new MyType();
      String s = "hello";
      m.equals(n);
      m.equals(s);
   }
}
```

OOP with Java

- protected
- upcasting
- final 关键字

- 访问控制
 - package access
 - public
 - private

• 函数重写

```
class MyType {
   public int i;
   public double d;
   public char c;
   public void set(double x) { d = x;}
   public void set(int y) {i = y;}
   public double get() { return d; }
}
```

```
public class MySubType extends MyType{
  public double foo(){ return get(); }
  public void set(double x){ i = (int)x; }
  public void set(char z) {c = z; }

  public static void main(String [ ]args){
     MySubType ms = new MySubType();
     ms.set(1.0);
     System.out.println(ms.get());
     System.out.println(ms.i);
     System.out.println(ms.d);
  }
}
```

• 函数重写?

```
class MyType {
   public int i;
   public double d;
   public char c;
   private void set(double x) { d = x;}
   private void set(int y) {i = y;}
   private double get() { return d; }
}
```

```
public class MySubType extends MyType{

// can not access!!
// public double foo(){ return get(); }
public void set(double x){ i = (int)x; }
public void set(char z) {c = z; }

public static void main(String [ ]args){
    MySubType ms = new MySubType();
    ms.set(1.0);
    System.out.println(ms.get());
    System.out.println(ms.i);
    System.out.println(ms.d);
}
```

- 父类的方法
 - public
 - private
 - 是否有可能被子类访问而不被外界访问?

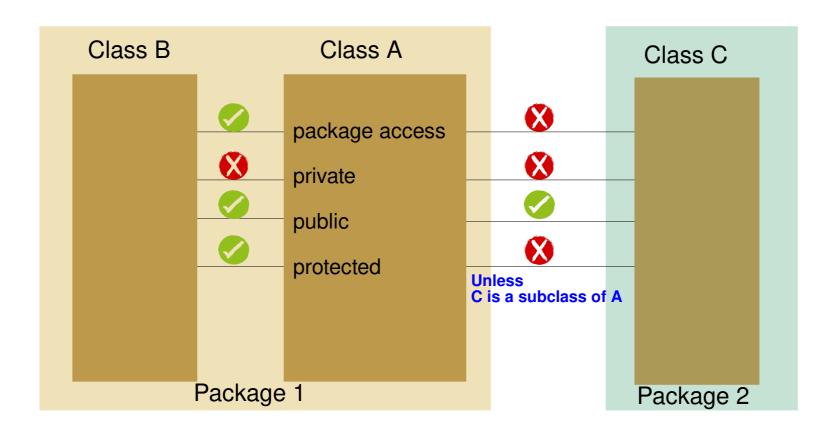
- protected
 - 可以被子类/同一包中的类访问,不能被其他类访问
 - 弱化的 private
 - 同时赋予 package access

```
class MyType {
   public int i;
   public double d;
   public char c;
   protected void set(double x) { d = x;}
   protected void set(int y) {i = y;}
   protected double get() { return d; }
}
```

```
public class MySubType extends MyType{
  public double foo(){ return get(); }
  public void set(double x){ i = (int)x; }
  public void set(char z) {c = z; }

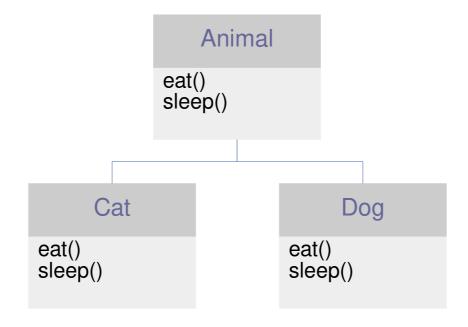
  public static void main(String [ ]args){
     MySubType ms = new MySubType();
     ms.set(1.0);
     System.out.println(ms.get());
     System.out.println(ms.i);
     System.out.println(ms.d);
  }
}
```

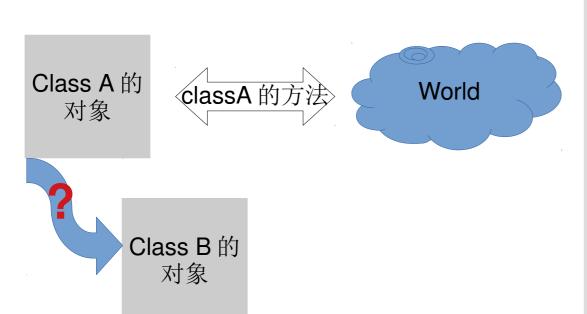
- 访问控制
 - package access
 - public
 - private
 - protected



Modifier	Class	Package	Subclass	World
public	Υ	Y	Y	Υ
protected	Υ	Υ	Y	N
no modifier	Υ	Υ	N	N
private	Υ	N	N	N

- 继承
 - 子类拥有父类所有的数据和方法





Cannot

A与B有不同的类型

```
class B {
  // ...
class A {
  // ...
  public void foo() {}
class C {
  public void bar(A a) { a.foo(); }
  public static void main(String []argv){
    A a = new A();
    Bb = new B();
    C c = new C();
    a.foo();
    c.bar(a);
    // replace a with b
    b.bar();
    c.bar(b);
    A a1 = b;
```



Class B 的对象 class B extends A

Yes

子类拥有父类所有的数据和方法

```
class B extends A {
  // ...
class A {
  // ...
  public void foo() {}
class C {
  public void bar(A a) { a.foo(); }
  public static void main(String []argv){
    A a = new A();
    Bb = new B();
    C c = new C();
    a.foo();
    c.bar(a);
    // replace a with b
    b.bar();
    c.bar(b);
    A a1 = b;
```

- 类型关系:
 - 子类是一种父类 ("is-a 关系")
 - the sub-class is a type of the base class

• 例子

```
class Instrument {
  public void play() {}
  static void tune(Instrument i) {
     i.play();
public class Wind extends Instrument {
  public static void main(String[] args) {
  Wind flute = new Wind();
  Instrument.tune(flute);
                                   Upcasting
```

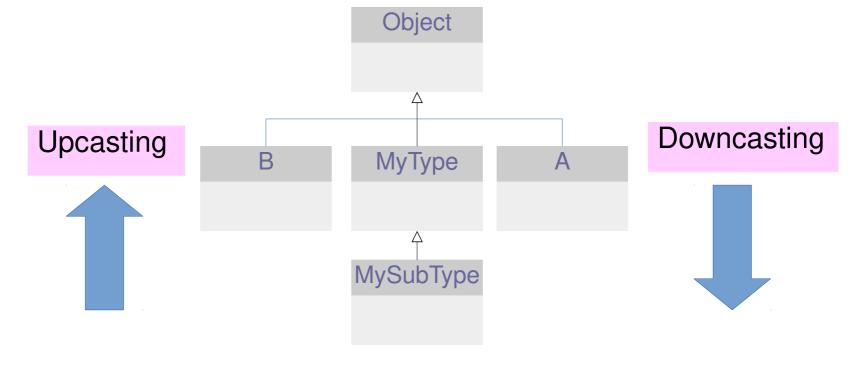
• 例子

```
public class MySubType extends MyType{
  String s = new String("Hello");
  public double add(double d){return this.d + d;}
  public double add(String s){return this.s + s;}
  public static void main(String [ ]args){
     MySubType ms = new MySubType();
     MyType m = ms;
     System.out.println(m.get());
     System.out.println(ms.add("World"));
     m.set(1.0);
     System.out.println(m.get());
     System.out.println(ms.get());
```

- Upcasting (向上转换)
 - 需要父类对象的地方可以用子类对象带入
 - 引用,函数参数
 - 一种类型转换
 - 安全的
 - 子类拥有父类所有的数据和方法
 - 其他的类型转换?
 - 类型间关系

• 例子

```
public class MySubType extends MyType{
  String s = new String("Hello");
  public double add(double d){return this.d + d;}
  public double add(String s){return this.s + s;}
  public static void main(String [ ]args){
    !MySubType ms = new MySubType();
!MyType m = ms;
int i = 5;
double d = i;
     System.out.println(m.get());
     System.out.println(ms.add("World"));
     m.set(1.0);
     System.out.println(m.get());
     System.out.println(ms.get());
```



• 子类重写了父类方法?

```
class MyType {
   public int i;
   public double d;
   public char c;
   protected void set(double x) {
      System.out.println("base class");
      d = x;
   }
   protected void set(int y) {i = y;}
   public double get() { return d; }
}
```

```
public class MySubType extends MyType{
   public void set(double x){
      System.out.println("sub class ");
      d = x;
   }
   public static void main(String [ ]args){
      MySubType ms = new MySubType();
      MyType m = ms;
      m.set(1.0);
   }
}
```

- 类型转化
 - 基本类型
 - int → double (安全,自动转换)
 - double → int (损失精度, 强制转换)
 - 基本类型与 wrapper
 - int → Integer (autoboxing)
 - Integer → int (unboxing)
 - 类
 - 不支持强制转化
 - 子类 → 父类 (安全, upcasting)
 - 父类 → 子类 (downcasting)

- Downcasting
 - MySubType ms = (MySubType)m;
 - 仅在 m 确实指向子类对象时才能进行
 - 运行时类型信息 (RTTI)

```
public class MySubType extends MyType{
   public void set(double x){
      System.out.println("sub class ");
      d = x;
   }
   public static void main(String [ ]args){
      MySubType ms = new MySubType();

      MyType m = ms;
      m.set(1.0);

      MySubType n = (MySubType)m;
      m.set(1.0);
   }
}
```

- 总结
 - 子类是一种父类 (is-a)
 - 父类的引用可以指向子类对象

- final 关键字
 - 不同的环境下有不同含义
 - 基本意义为:不能被改变

- final 数据
 - 编译时常数
 - 一旦被赋值就不能被修改

- final 数据
 - 例子

```
class MyType {
  public int i;
  public final double d = 1;
  public char c;
  public double get() { return d; }
  public void set(double x) \{d = x;\}
  public static void main(String []args){
     MyType m = new MyType();
     // m.d = 2.0;
```

- final 数据
 - final 引用

```
class MyType {
  public int i;
  public final double d = 1;
  public char c;
  public final int [] a = new int[10];
  public double get() { return d; }
  public void set(double x) \{d = x;\}
  public static void main(String []args){
     MyType m = new MyType();
     m.a[0] = 1.0;
     //m.a = new int[10];
```

- final 数据
 - final + static
 - static final int i = 1;
 - 仅有一个不可变的存储空间

- final 数据
 - Blank final

final 成员在定义时可以不给初值 必须在构造函数中初始化

```
class MyType {
  public int i;
  public final double d;
  public char c;
  public double get() { return d; }
  public MyType(double x){ d = x; }
  public static void main(String []args){
     MyType m = new MyType(1.0);
     System.out.println(m.get());
     // m.d = 2.0;
```

- final 参数
 - 函数不能修改参数的引用.

```
class FinalArgs {
    public static void set(final int [] a) {
        a[0] = 1;
        // a = new int [10];
    }
    public static void main(String []args){
        int []a = new int[10];
        FinalArgs.set(a);
    }
}
```

- final method
 - 不能被重写

```
class MyType {
   public int i;
   public double d;
   public char c;
   final void set(double x) { d = x;}
   protected void set(int y) {i = y;}
   public double get() { return d; }
}
```

```
public class MySubType extends MyType{
    // can't overide
    /* public void set(double d){
        System.out.println("Sub-class set");
        i = int(d);
    } */
    public static void main(String [ ]args){
        MySubType ms = new MySubType();
        MyType m = ms;
        m.set(1.0);
    }
}
```

final class

- 不能被继承

```
final class MyType {
    public int i;
    public double d;
    public char c;
    final void set(double x) { d = x;}
    protected void set(int y) {i = y;}
    public double get() { return d; }
}
```

```
// can not be extended
/*

public class MySubType extends MyType{
   public void set(double d){
        System.out.println("Sub-class set");
        i = int(d);
     }

   public static void main(String [ ]args){
        MySubType ms = new MySubType();
        MyType m = ms;
        m.set(1.0);
   }
}*/
```

不可变类型

- 不可变类型 (immutable)
 - 类型的对象一旦创建就不能被改变
 - 例子 String 类, Integer 类, Float 类...

```
String s = "Hello World";
System.out.println(s.toUpperCase());
System.out.println(s);
```

- 可变类型 (mutable)
 - 例子 MyType, 数组

```
MyType m = new MyType();
System.out.println(s.get());
m.set(1.0);
System.out.println(s.get());
```

```
int []a = {1, 2, 3};
System.out.println(a[0]);
a[0] = 1
System.out.println(a[0]);
```

• 不可变 (immutable)

- 优点:易于使用,易于debug,易于维护

- 缺点: 空间/时间消耗

- final 关键字
 - 帮助构造不可变对象
 - Let's try it.

```
class MyType {
  final public int i;
  final public double d;
  final public char c;
  public MyType set(double x) {
     return new MyType(i, x, c);
  public double get() { return d; }
  public MyType(int x, double y, char z){
     I = X;
     d = y;
     C = Z;
  public static void main(String []argv){
     MyType m = new MyType(1, 2, '\0');
     MyType n = m.set(3);
     System.out.println(n.d);
     System.out.println(m.d);
```

