Back to the Property Example

- There are properties on a monopoly board
- Railroads, Utilities, and Streets are kinds of properties
- One behavior we want in Property is the getRent method
- problem: How do I get the rent of something that is “just a Property”?

Potential Solutions

1. Just leave it for the sub classes.
   - Have each sub class define getRent()
2. Define getRent() in Property and simply return -1.
   - Sub classes override the method with more meaningful behavior.

The Property class

```java
public class Property {
    private int cost;
    private String name;

    public int getRent() {
        return hmmmmm??????;
    }
}
```

Doesn’t seem like we have enough information to get the rent if all we know is it is a Property.
Leave it to the Sub - Classes

```java
// no getRent() in Property
// Railroad and Utility DO have getRent() methods

public void printRents(Property[] props) {
    for(Property p : props)
        System.out.println(p.getRent());
}

Property[] props = new Property[2];
props[0] = new Railroad("NP", 200, 1);
props[1] = new Utility("Electric", 150, false);
printRents(props);
```

What is result of above code?
A. 200150  B. different every time  
C. Syntax error  D. Class Cast Exception  
E. Null Pointer Exception

Fix by Casting

```java
// no getRent() in Property
public void printRents(Property[] props) {
    for (Property p : props) {
        if (p instanceof Railroad)
            System.out.println(((Railroad) p).getRent());
        else if (p instanceof Utility)
            System.out.println(((Utility) p).getRent());
        else
            System.out.println(((Street) p).getRent());
    }
}

Property[] props = new Property[2];
props[0] = new Railroad("NP", 200, 1);
props[1] = new Utility("Electric", 150, false);
printRents(props);
```

What happens as we add more sub classes of Property?

What happens if one of the objects is just a Property?

Fix with Dummy Method

```java
// getRent() in Property returns -1

public void printRents(Property[] props) {
    for(Property p : props)
        System.out.println(p.getRent());
}

Property[] props = new Property[2];
props[0] = new Railroad("NP", 200, 1);
props[1] = new Utility("Electric", 150, false);
printRents(props);
```

What happens if sub classes don’t override getRent()?  

Is that a good answer?

A Better Fix

- We know we want to be able to find the rent of objects that are instances of Property
- The problem is we don’t know how to do that if all we know is it a Property
- Make getRent an abstract method
- Java keyword
Making getRent Abstract

```java
public class Property {
    private int cost;
    private String name;

    public abstract int getRent();
    // I know I want it.
    // Just don’t know how, yet...
}
```

Methods that are declared abstract have no body an undefined behavior.

All methods in a Java interface are abstract.

Problems with Abstract Methods

Given `getRent()` is now an abstract method what is wrong with the following code?

```java
Property s = new Property();
System.out.println(s.getRent());
```

Undefined Behavior = Bad

- Not good to have undefined behaviors
- If a class has 1 or more abstract methods, the class must also be declared abstract.
  - version of `Property` shown would cause a compile error
- Even if a class has zero abstract methods a programmer can still choose to make it abstract
  - if it models some abstract thing
  - is there anything that is just a “Mammal”?

Abstract Classes

```java
public abstract class Property {
    private int cost;
    private String name;

    public abstract double getRent();
    // I know I want it.
    // Just don’t know how, yet...
}
```

// Other methods not shown

If a class is abstract the compiler will not allow constructors of that class to be called

```java
Property s = new Property(1, 2);
```

//syntax error
Abstract Classes

- In other words you can’t create instances of objects where the lowest or most specific class type is an abstract class.
- Prevents having an object with an undefined behavior.
- Why would you still want to have constructors in an abstract class?
- Object variables of classes that are abstract types may still be declared.

```
Property s;  //okay
```

Sub Classes of Abstract Classes

- Classes that extend an abstract class must provide a working version of any abstract methods from the parent class
  - or they must be declared to be abstract as well
  - could still decide to keep a class abstract regardless of status of abstract methods

Implementing getRent()

```java
public class Railroad extends Property {
    private static int[] rents = {25, 50, 10, 200};
    private int numOtherRailroadsOwned;

    public double getRent() {
        return rents[numOtherRailroadsOwned];
    }

    // other methods not shown
}
```

A Utility Class

```java
public class Utility extends Property {
    private static final int ONE.Utility.RENT = 4;
    private static final int TWO.Utility.RENT = 10;

    private boolean ownOtherUtility;

    public Utility(String n, int c, boolean other) {
        super(n, c);
    }

    public String toString() {
        return "Utility. own other utility? " + ownOtherUtility;
    }

    public int getRent(int roll) {
        return ownOtherUtility ? roll * TWO.Utility.RENT : roll * TWO.Utility.RENT;
    }
}
```
Polymorphism in Action

// getRent() in Property is abstract

public void printRents(Property[] props) {
    for(Property p : props)
        System.out.println(p.getRent());
}

- Add the Street class. What needs to change in printRents method?
- Inheritance is can be described as new code using old code.
- Polymorphism can be described as old code using new code.

Comparable in Property

public abstract class Property
    implements Comparable<Property> {
    private int cost;
    private String name;

    public abstract int getRent();

    public int compareTo(Property other) {
        return this.getRent() - otherProperty.getRent();
    }
}

Back to Lists

- We suggested having a list interface
public interface IList<E> extends Iterable<E> {
    public void add(E value);
    public int size();
    public E get(int location);
    public E remove(int location);
    public boolean contains(E value);
    public void addAll(IList<E> other);
    public boolean containsAll(IList<E> other);
}

Data Structures

When implementing data structures:
- Specify an interface
- Create an abstract class that is skeletal implementation interface
- Create classes that extend the skeletal interface