

Topic 4

Inheritance

"Question: What is the object oriented way of getting rich?

Answer: Inheritance."

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Features of OO Programming

- ▶ Encapsulation
 - abstraction
 - information hiding
 - breaking problem up based on data types
- ▶ Inheritance
 - code reuse
 - specialization
 - "New code using old code."

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Encapsulation

- ▶ Create a program to allow people to play the game Monopoly
 - Create classes for money, dice, players, the bank, the board, chance cards, community chest cards, pieces, etc.
- ▶ Some classes use other classes. Are *clients*
 - the board *consists of* spaces
 - a player *has* money
 - a piece *has* a position
 - also referred to as *composition*

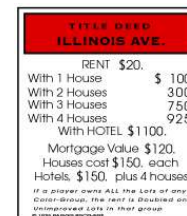
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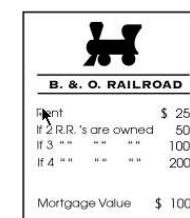
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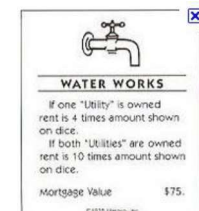
- ▶ Another kind of relationship exists between data types
- ▶ There are properties in Monopoly
 - a street *is* a kind of property
 - a railroad *is* a kind of property
 - a utility *is* a kind of property



TITLE DEED ILLINOIS AVE.	
RENT	\$20.
With 1 House	\$ 100.
With 2 Houses	300.
With 3 Houses	750.
With 4 Houses	925.
With HOTEL	\$1100.
Mortgage Value	\$120.
Houses cost	\$150. each
Hotels	\$150. plus 4 houses
<small>If a player owns ALL the Lots of any Color-Group, the rent is doubled on Unimproved Lots in that group. © 1985 HASBRO INC.</small>	



B. & O. RAILROAD	
Rent	\$ 25.
If 2 R.R.'s are owned	50.
If 3 " " " "	100.
If 4 " " " "	200.
Mortgage Value	\$ 100.



WATER WORKS	
<small>If one "Utility" is owned rent is 4 times amount shown on dice. If both "Utilities" are owned rent is 10 times amount shown on dice.</small>	
Mortgage Value	\$75.
<small>© 1985 HASBRO INC.</small>	

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- In Monopoly there is the concept of a Property
- All properties have some common traits
 - they have a name
 - they have a position on the board
 - they can be owned by players
 - they have a price to buy
- *But* some things are different for each of the three kinds of property
 - How to determine rent when another player lands on the Property

What to Do?

- If we have a separate class for Street, Railroad, and Utility there is going to be a lot of code copied
 - hard to maintain
 - an *anti-pattern*
- Inheritance is a programming feature to allow data types to build on pre-existing data types without repeating code

Mechanics of Inheritance

1. extends keyword
2. inheritance of instance methods
3. inheritance of instance variables
4. object initialization and constructors
5. calling a parent constructor with **super()**
6. overriding methods
7. partial overriding, **super.parentMethod()**
8. inheritance requirement in Java
9. the **Object** class
10. inheritance hierarchies

Inheritance in Java

- Java is designed to encourage object oriented programming
- all classes, except one, **must** inherit from exactly one other class
- The **Object** class is the *cosmic super class*
 - The **Object** class does not inherit from any other class
 - The **Object** class has several important methods: `toString`, `equals`, `hashCode`, `clone`, `getClass`
- implications:
 - all classes are descendants of **Object**
 - all classes and thus all objects have a `toString`, `equals`, `hashCode`, `clone`, and `getClass` method
 - `toString`, `equals`, `hashCode`, `clone` normally overridden

Nomenclature of Inheritance

- In Java the `extends` keyword is used in the class header to specify which preexisting class a new class is inheriting from

```
public class Student extends Person
```

- Person is said to be
 - the parent class of Student
 - the super class of Student
 - the base class of Student
 - an ancestor of Student
- Student is said to be
 - a child class of Person
 - a sub class of Person
 - a derived class of Person
 - a descendant of Person

Clicker 1

What is the primary reason for using inheritance when programming?

- A. To make a program more complicated
- B. To copy and paste code between classes
- C. To reuse pre-existing code
- D. To hide implementation details of a class
- E. To ensure pre conditions of methods are met.

Clicker 2

What is output when the `main` method is run?

```
public class Foo {  
    public static void main(String[] args) {  
        Foo f1 = new Foo();  
        System.out.println(f1.toString());  
    }  
}
```

- A. 0
- B. `null`
- C. Unknown until code is actually run.
- D. No output due to a syntax error.
- E. No output due to a runtime error.

Simple Code Example

- Create a class named Shape
 - what class does Shape inherit from
 - what methods can we call on Shape objects?
 - add instance variables for a position
 - *override* the `toString` method
- Create a Circle class that extends Shape
 - add instance variable for radius
 - debug and look at contents
 - try to access instance var from Shape
 - constructor calls
 - use of key word *super*

Overriding methods

- ▶ any method that is not `final` may be overridden by a descendant class
- ▶ same signature as method in ancestor
- ▶ may not reduce visibility
- ▶ may use the original method if simply want to add more behavior to existing

Constructors

- ▶ Constructors handle initialization of objects
- ▶ When creating an object with one or more ancestors (every type except `Object`) a chain of constructor calls takes place
- ▶ The reserved word `super` may be used in a constructor to call a one of the parent's constructors
 - must be first line of constructor
- ▶ if no parent constructor is explicitly called the default, 0 parameter constructor of the parent is called
 - if no default constructor exists a syntax error results
- ▶ If a parent constructor is called another constructor in the same class may no be called
 - no `super();this();` allowed. One or the other, not both
 - good place for an initialization method

The Keyword `super`

- ▶ `super` is used to access something (any protected or public field or method) from the super class that has been overridden
- ▶ `Rectangle`'s `toString` makes use of the `toString` in `ClosedShape` by calling `super.toString()`
- ▶ without the `super` calling `toString` would result in infinite recursive calls
- ▶ Java does not allow nested supers
 - `super.super.toString()`
 - results in a syntax error even though technically this refers to a valid method, `Object`'s `toString`
- ▶ `Rectangle` *partially* overrides `ClosedShapes` `toString`

Creating a `SortedIntList`

A New Class

- ▶ Assume we want to have a list of ints, but that the ints must always be maintained in ascending order

```
[-7, 12, 37, 212, 212, 313, 313, 500]
```

`sortedList.get(0)` returns the min

`sortedList.get(list.size() - 1)`
returns the max

Implementing SortedIntList

- ▶ Do we have to write a whole new class?
- ▶ Assume we have an `IntList` class.
- ▶ **Clicker 3** - Which of the following methods have to be changed?

```
add(int value)
int get(int location)
String toString()
int size()
int remove(int location)
```

Overriding the `add` Method

- ▶ First attempt
- ▶ Problem?
- ▶ solving with insert method
 - double edged sort
- ▶ solving with `protected`
 - What `protected` really means

Clicker 4

```
public class IntList {
    private int size
    private int[] con
}
public class SortedIntList extends IntList {
    public SortedIntList() {
        System.out.println(size); // Output?
    }
}
```

- A. 0
- B. null
- C. unknown until code is run
- D. no output due to a compile error
- E. no output due to a runtime error

Problems

- What about this method?

```
void insert(int location, int val)
```

- What about this method?

```
void insertAll(int location,  
              IntList otherList)
```

- SortedIntList is **not** a good application of inheritance given the IntList we developed

More Example Code

ClosedShape and Rectangle classes

Shape Classes

- Declare a class called ClosedShape
 - assume all shapes have x and y coordinates
 - override Object's version of toString
- Possible sub classes of ClosedShape
 - Rectangle
 - Circle
 - Ellipse
 - Square
- Possible hierarchy
ClosedShape <- Rectangle <- Square

A ClosedShape class

```
public class ClosedShape  
{  
    private double myX;  
    private double myY;  
  
    public ClosedShape()  
    {  
        this(0,0);  
    }  
  
    public ClosedShape (double x, double y)  
    {  
        myX = x;  
        myY = y;  
    }  
  
    public String toString()  
    {  
        return "x: " + getX() + " y: " + getY();  
    }  
  
    public double getX(){ return myX; }  
    public double getY(){ return myY; }  
}  
// Other methods not shown
```

A Rectangle Constructor

```
public class Rectangle extends ClosedShape
{   private double myWidth;
    private double myHeight;

    public Rectangle( double x, double y,
                      double width, double height )
    {   super(x,y);
        // calls the 2 double constructor in
        // ClosedShape
        myWidth = width;
        myHeight = height;
    }

    // other methods not shown
}
```

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A Rectangle Class

```
public class Rectangle extends ClosedShape
{   private double myWidth;
    private double myHeight;

    public Rectangle()
    {   this(0, 0);
    }

    public Rectangle(double width, double height)
    {   myWidth = width;
        myHeight = height;
    }

    public Rectangle(double x, double y,
                      double width, double height)
    {   super(x, y);
        myWidth = width;
        myHeight = height;
    }

    public String toString()
    {   return super.toString() + " width " + myWidth
        + " height " + myHeight;
    }
}
```

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Initialization method

```
public class Rectangle extends ClosedShape
{   private double myWidth;
    private double myHeight;

    public Rectangle()
    {   init(0, 0);
    }

    public Rectangle(double width, double height)
    {   init(width, height);
    }

    public Rectangle(double x, double y,
                      double width, double height)
    {   super(x, y);
        init(width, height);
    }

    private void init(double width, double height)
    {   myWidth = width;
        myHeight = height;
    }
}
```

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Result of Inheritance

Do any of these cause a syntax error?
What is the output?

```
Rectangle r = new Rectangle(1, 2, 3,
4);
ClosedShape s = new CloseShape(2, 3);
System.out.println( s.getX() );
System.out.println( s.getY() );
System.out.println( s.toString() );
System.out.println( r.getX() );
System.out.println( r.getY() );
System.out.println( r.toString() );
System.out.println( r.getWidth() );
```

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The Real Picture

A
Rectangle
object

Available
methods
are all methods
from Object,
ClosedShape,
and Rectangle

Fields from Object class
Instance variables declared in Object
Fields from ClosedShape class
Instance Variables declared in ClosedShape
Fields from Rectangle class
Instance Variables declared in Rectangle

Access Modifiers and Inheritance

- **public**
 - accessible to all classes
- **private**
 - accessible only within that class. Hidden from all sub classes.
- **protected**
 - accessible by classes within the same *package* and all descendant classes
- Instance variables *should* be private
- protected methods are used to allow descendant classes to modify instance variables in ways other classes can't

Why private Vars and not protected?

- In general it is good practice to make instance variables private
 - hide them from your descendants
 - if you think descendants will need to access them or modify them provide protected methods to do this
- Why?
- Consider the following example

Required update

```
public class GamePiece
{
    private Board myBoard;
    private Position myPos;

    // whenever my position changes I must
    // update the board so it knows about the change

    protected void alterPos( Position newPos )
    {
        Position oldPos = myPos;
        myPos = newPos;
        myBoard.update( oldPos, myPos );
    }
}
```