



# COMP 401

## INHERITANCE (AND ARRAYS)

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# PREREQUISITE

- Arrays Collections Implementation



# INHERITANCE

- Inheritance
  - Inheriting ancestor's traits
  - Inheriting benefactor's assets
  - Inheriting instance members (methods/variables)
- IS-A Relationship
  - Human IS-A Mammal
  - Salmon IS-A Fish
  - ACartesianPoint IS-A Point

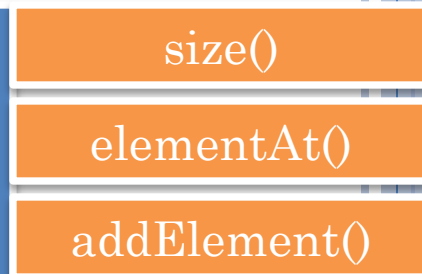


# EXAMPLE

```
<terminated> AHistoryDriver [Java Application]
James Dean
p
*****
James Dean
*****
Joe Doe
Jane Smith
p
*****
James Dean
Joe Doe
Jane Smith
*****
q
```

(Non library)  
Objects?

# STRING HISTORY



implements



# HISTORY

```
public interface StringHistory {  
    public void addElement(String element);  
    public int size();  
    public String elementAt(int index);  
}
```



# IMPLEMENTING A HISTORY

```
public class AStringHistory implements StringHistory {  
    public final int MAX_SIZE = 50;  
    String[] contents = new String[MAX_SIZE];  
    int size = 0;  
    public int size() { return size;}  
    public String elementAt (int index) { return contents[index]; }  
    boolean isFull() { return size == MAX_SIZE; }  
    public void addElement(String element) {  
        if (isFull())  
            System.out.println("Adding item to a full history");  
        else {  
            contents[size] = element;  
            size++;  
        }  
    }  
}
```



# USING A HISTORY

```
public static void main(String[] args) {  
    StringHistory names = new AStringHistory();  
    while (true) {  
        String input = Console.readLine();  
        if (input.length() > 0)  
            if (input.charAt(0) == 'q') break;  
            else if (input.charAt(0) == 'p' )  
                print(names);  
            else  
                names.addElement(input);  
        }  
    }
```





# PRINTING A HISTORY

```
static void print(StringHistory strings) {  
    System.out.println("*****");  
    for ( int elementNum = 0; elementNum < strings.size(); elementNum++)  
        System.out.println(strings.elementAt(elementNum));  
    System.out.println("*****");  
}
```



# DATABASE

AStringDatabase [Java Application] C:\Program F

James Dean

Joe Doe

Jane Smith

p

\*\*\*\*\*

James Dean

Joe Doe

Jane Smith

\*\*\*\*\*

m Joe Doe

true

m Jane Doe

false

d Joe Doe

p

\*\*\*\*\*

James Dean

Jane Smith

\*\*\*\*\*

c

p

\*\*\*\*\*

\*\*\*\*\*

```
public interface StringHistory {  
    public void addElement(String  
        element);  
    public int size();  
    public String elementAt(int index);  
}
```



# DATABASE

```
public interface StringDatabase {  
    //from history  
    public int size();  
    public void addElement(String element);  
    public String elementAt(int index);  
  
    //additional methods  
    public void removeElement(String element);  
    public void member(String element);  
    public void clear();  
}
```



# AStringDATABASE

```
public class AStringDatabase implements StringDatabase{  
    // from AStringHistory  
    public final int MAX_SIZE = 50;  
    String[] contents = new String[MAX_SIZE];  
    int size = 0;  
    public int size() { return size;}  
    public String elementAt (int index) { return contents[index]; }  
    boolean isFull() { return size == MAX_SIZE; }  
  
    // extra methods  
    public void removeElement (String element) { ... }  
    int indexOf (String element) { ... }  
    void removeElement (int index) { ... }  
    void shiftUp (int startIndex) { ... }  
    public boolean member(String element) { ... }  
    public void clear() { ... }  
}
```



# STRINGHISTORY VS .DATABASE

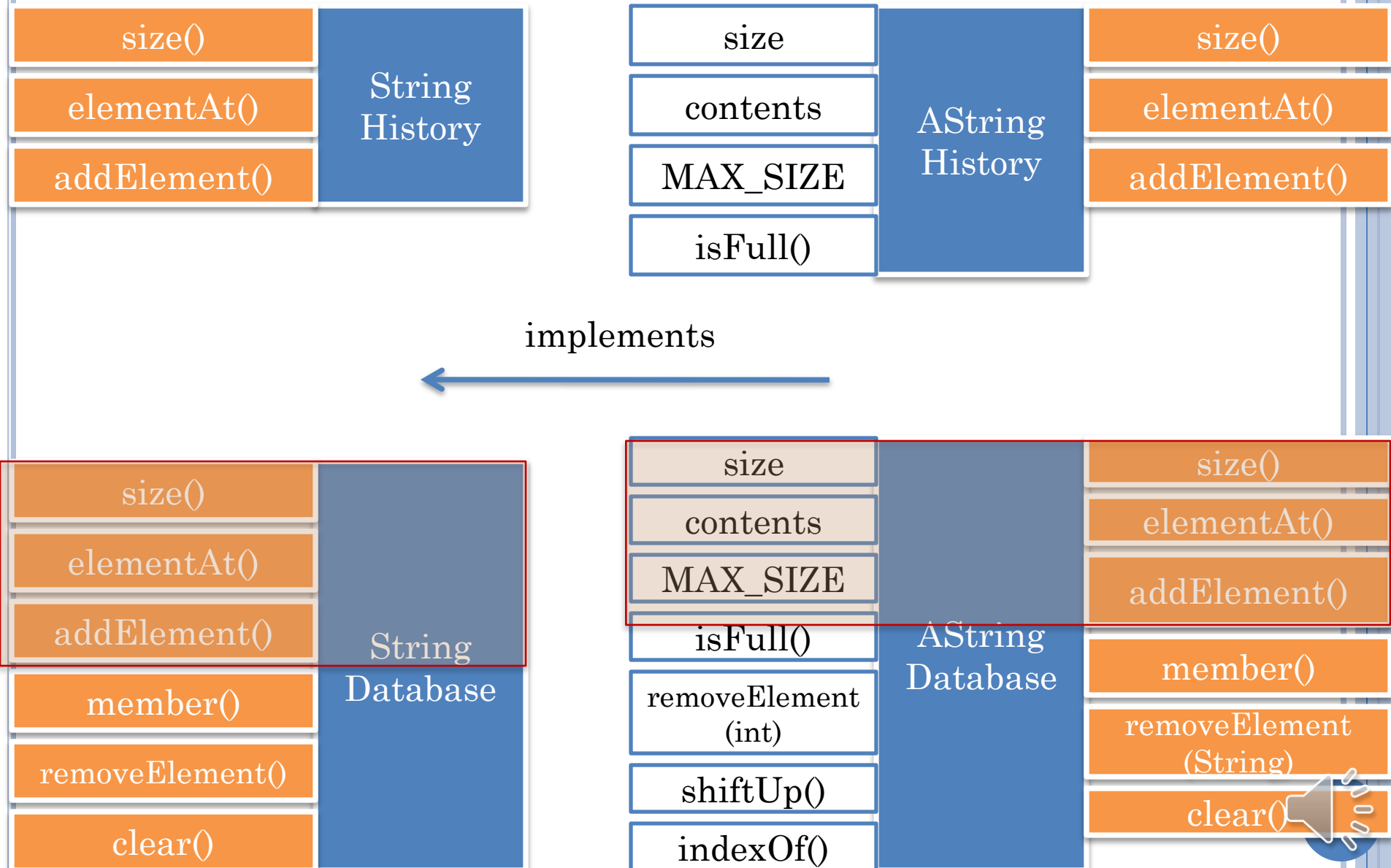
```
public interface StringHistory {  
    public void addElement(String  
        element);  
    public int size();  
    public String elementAt(int index);  
}
```

```
public interface StringDatabase {  
    //from history  
    public int size();  
    public void addElement (String element);  
    public String elementAt(int index);  
  
    //additional methods  
    public void removeElement(String element);  
    public void member(String element);  
    public void clear();  
}
```

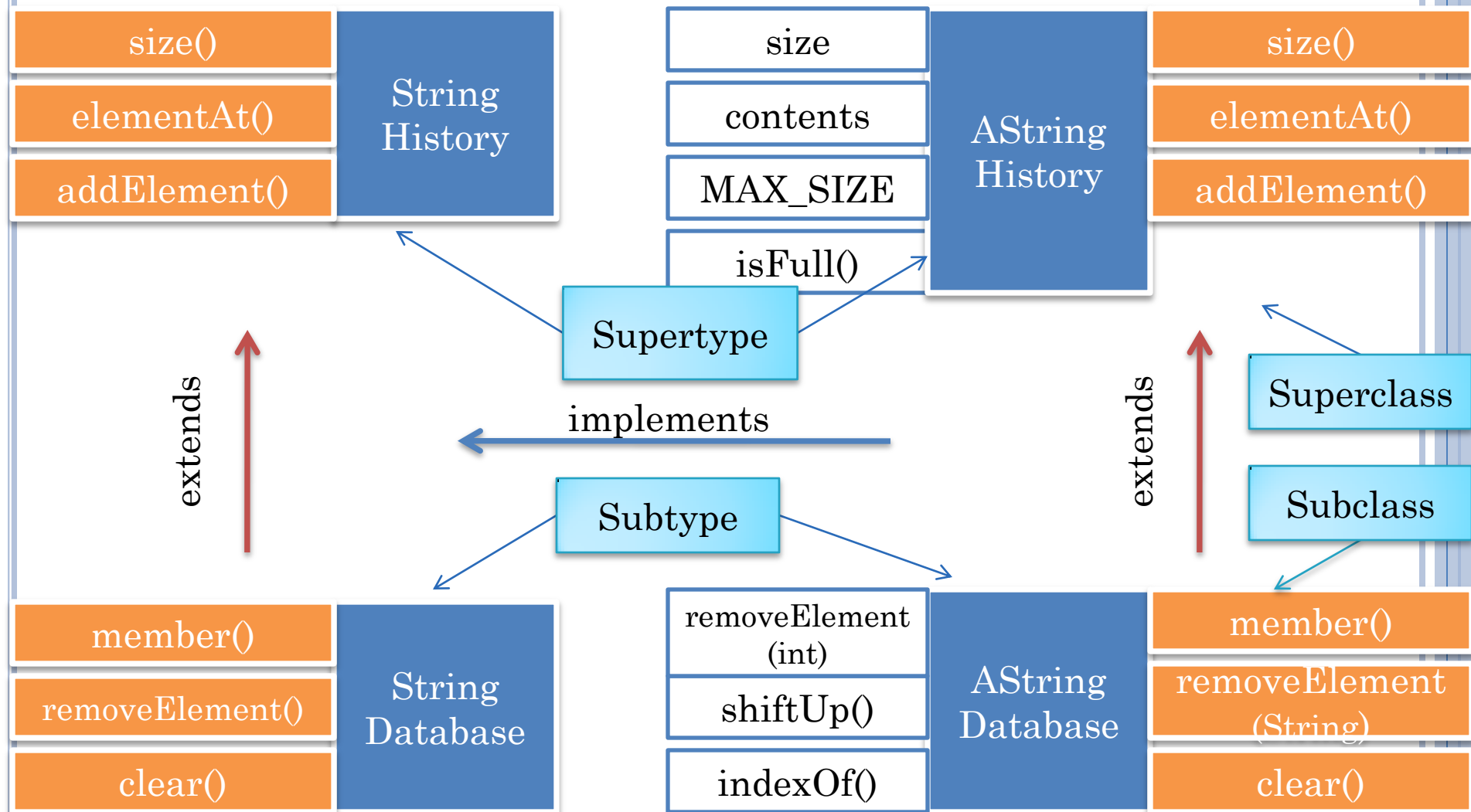
Reuse?



# LOGICAL BUT NOT PHYSICAL EXTENSIONS



# PHYSICAL AND LOGICAL EXTENSIONS



# STRINGHISTORY VS. DATABASE (REVIEW)

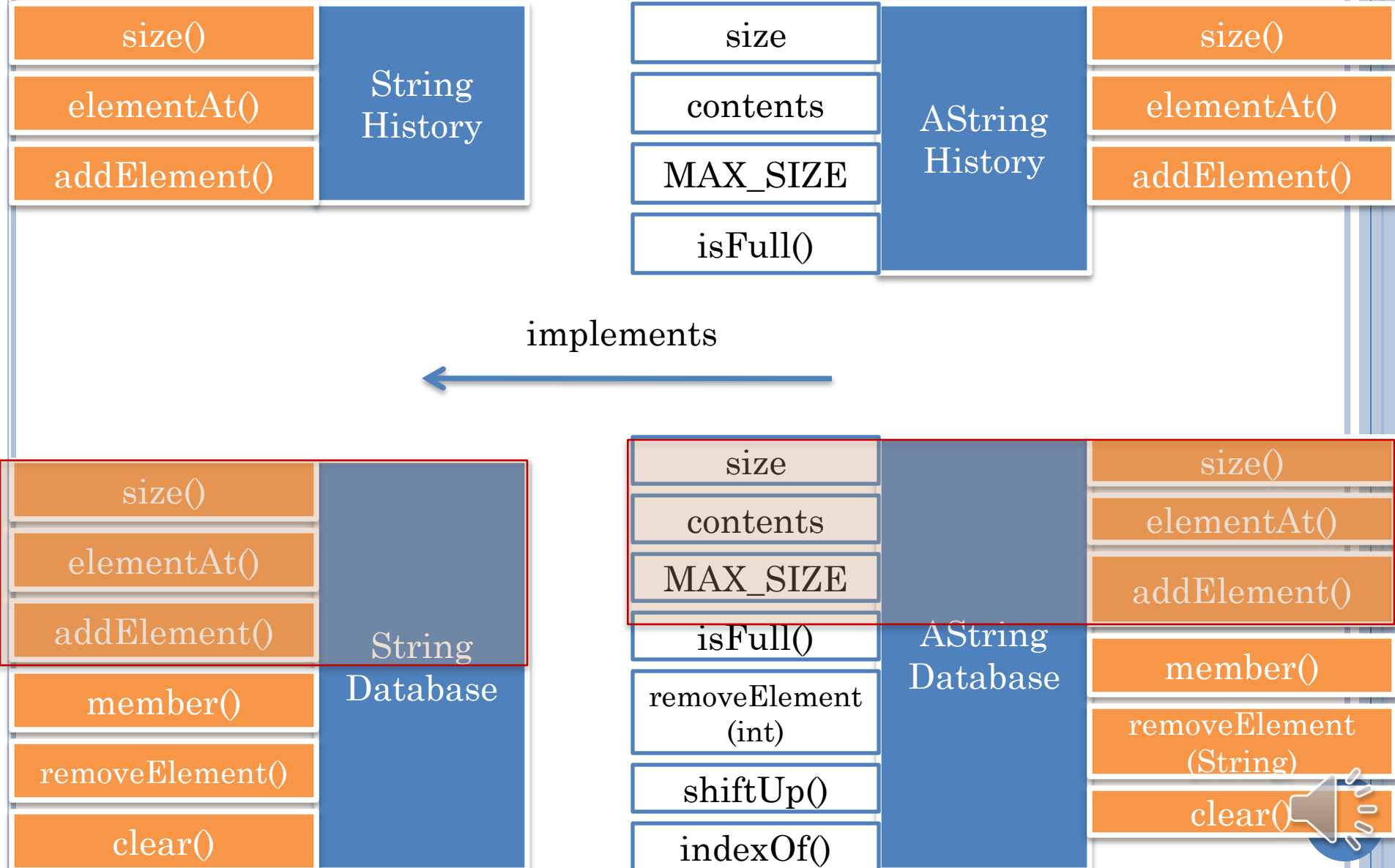
```
public interface StringHistory {  
    public void addElement(String  
        element);  
    public int size();  
    public String elementAt(int index);  
}
```

```
public interface StringDatabase {  
    //from history  
    public int size();  
    public void addElement (String element);  
    public String elementAt(int index);  
  
    //additional methods  
    public void removeElement(String element);  
    public void member(String element);  
    public void clear();  
}
```

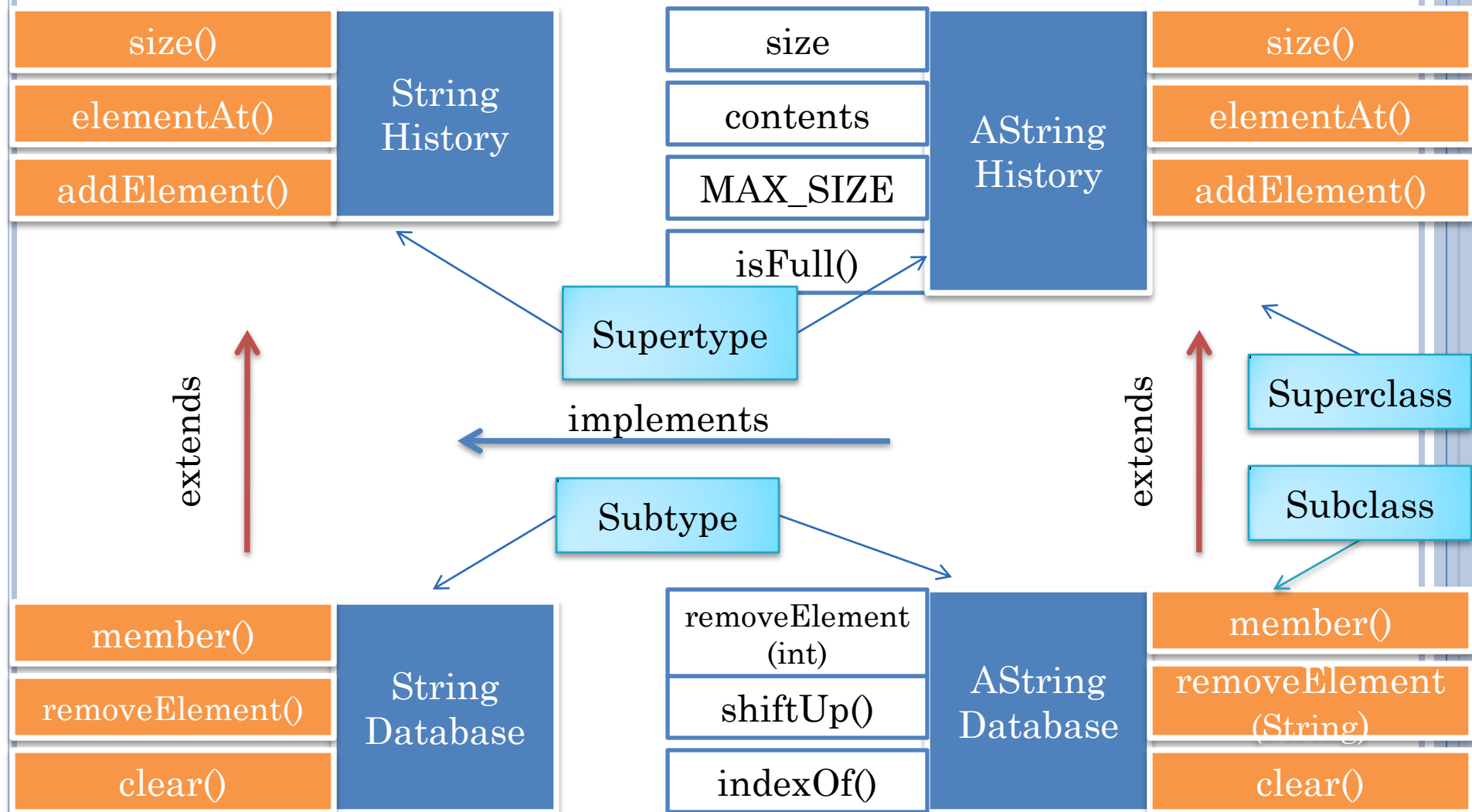




# LOGICAL BUT NOT PHYSICAL EXTENSIONS (REVIEW)



# PHYSICAL AND LOGICAL EXTENSIONS (REVIEW)



# ORIGINAL STRINGHISTORY VS.DATABASE

```
public interface StringHistory {  
    public void addElement(String  
        element);  
    public int size();  
    public String elementAt(int index);  
}
```

```
public interface StringDatabase {  
    //from history  
    public int size();  
    public void addElement (String element);  
    public String elementAt(int index);  
  
    //additional methods  
    public void removeElement(String element);  
    public void member(String element);  
    public void clear();  
}
```



# EXTENDING AN INTERFACE

```
public interface StringHistory {  
    public void addElement(String element);  
    public int size();  
    public String elementAt(int index);  
}
```

Inherited  
Members

extends /  
inherits from

```
public interface StringDatabase extends StringHistory {  
    public void removeElement(String element);  
    public void member(String element);  
    public void clear();  
}
```



# EXTENDING CLASS

```
public class AStringHistory implements StringHistory {  
    public final int MAX_SIZE = 50;  
    String[] contents = new String[MAX_SIZE];  
    int size = 0;  
    public int size() { return size; }  
    public String elementAt (int index) { return contents[index]; }  
    boolean isFull() { return size == MAX_SIZE; }  
    public void addElement(String element) {...}  
}
```

Inherited  
Members

Inherited  
Interface

```
public class AStringDatabase  
    extends AStringHistory implements StringDatabase {  
    public void removeElement (String element) { ... }  
    int indexOf (String element) { ... }  
    void removeElement (int index) { ... }  
    void shiftUp (int startIndex) { ... }  
    public boolean member(String element) { ... }  
    public void clear() { ... }  
}
```



# A CLASS EXTENSION IMPLEMENTING AN EXISTING INTERFACE

```
public class AStringDatabase
    extends AStringHistory implements StringHistory {
    public void removeElement (String element) { ... }
    int indexOf (String element) { ... }
    void removeElement (int index) { ... }
    void shiftUp (int startIndex) { ... }
    public boolean member(String element) { ... }
    public void clear() { ... }
}
```

Java will not complain

Every public method not in an interface



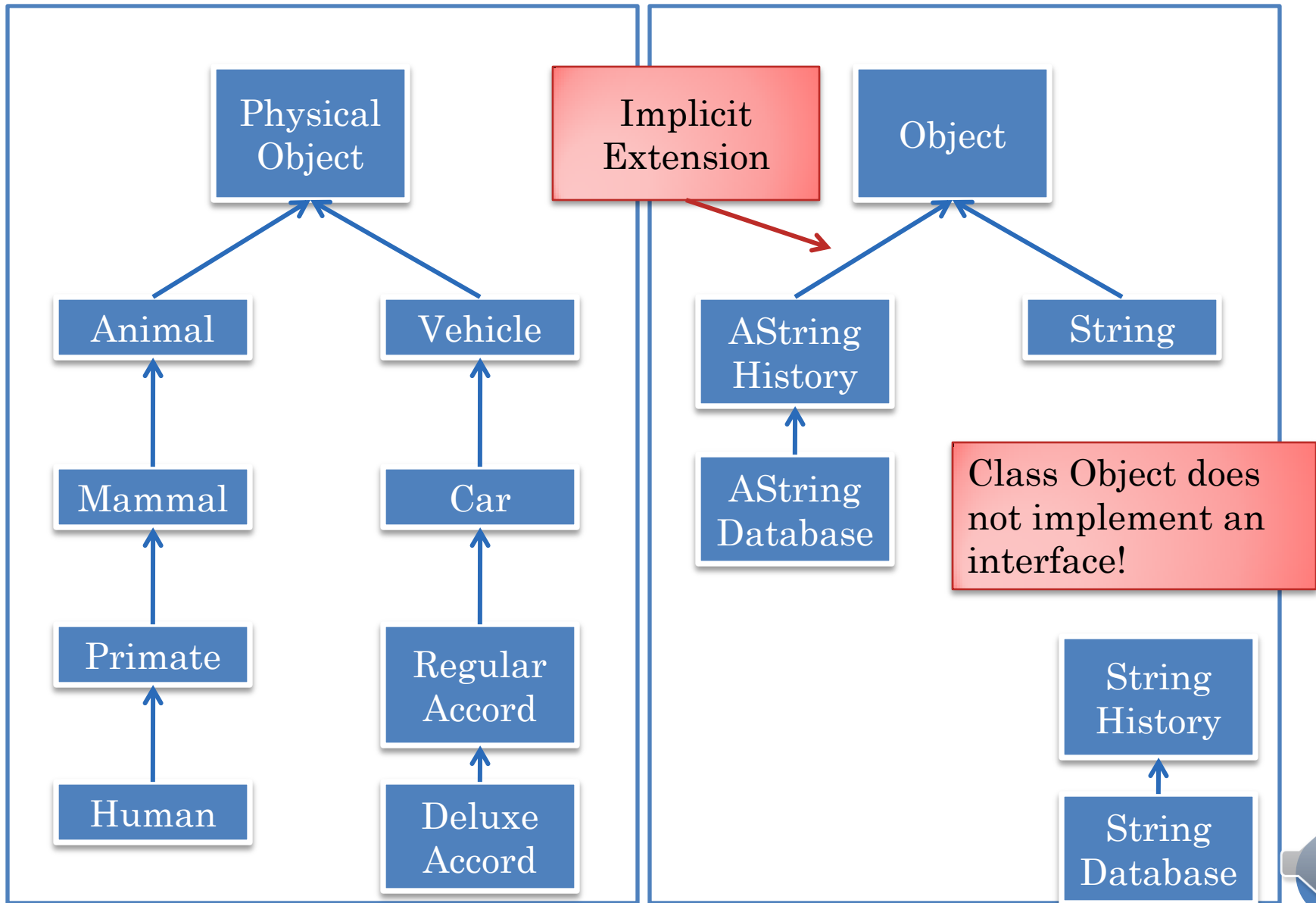
# A CLASS EXTENSION IMPLEMENTING AN EXISTING INTERFACE

```
public class AStringDatabase
    extends AStringHistory {
    public void removeElement (String element) { ... }
    int indexOf (String element) { ... }
    void removeElement (int index) { ... }
    void shiftUp (int startIndex) { ... }
    public boolean member(String element) { ... }
    public void clear() { ... }
}
```

A class implements all the interfaces implemented by its super class



# PHYSICAL AND COMPUTER INHERITANCE





# NO EXPLICIT EXTENSION

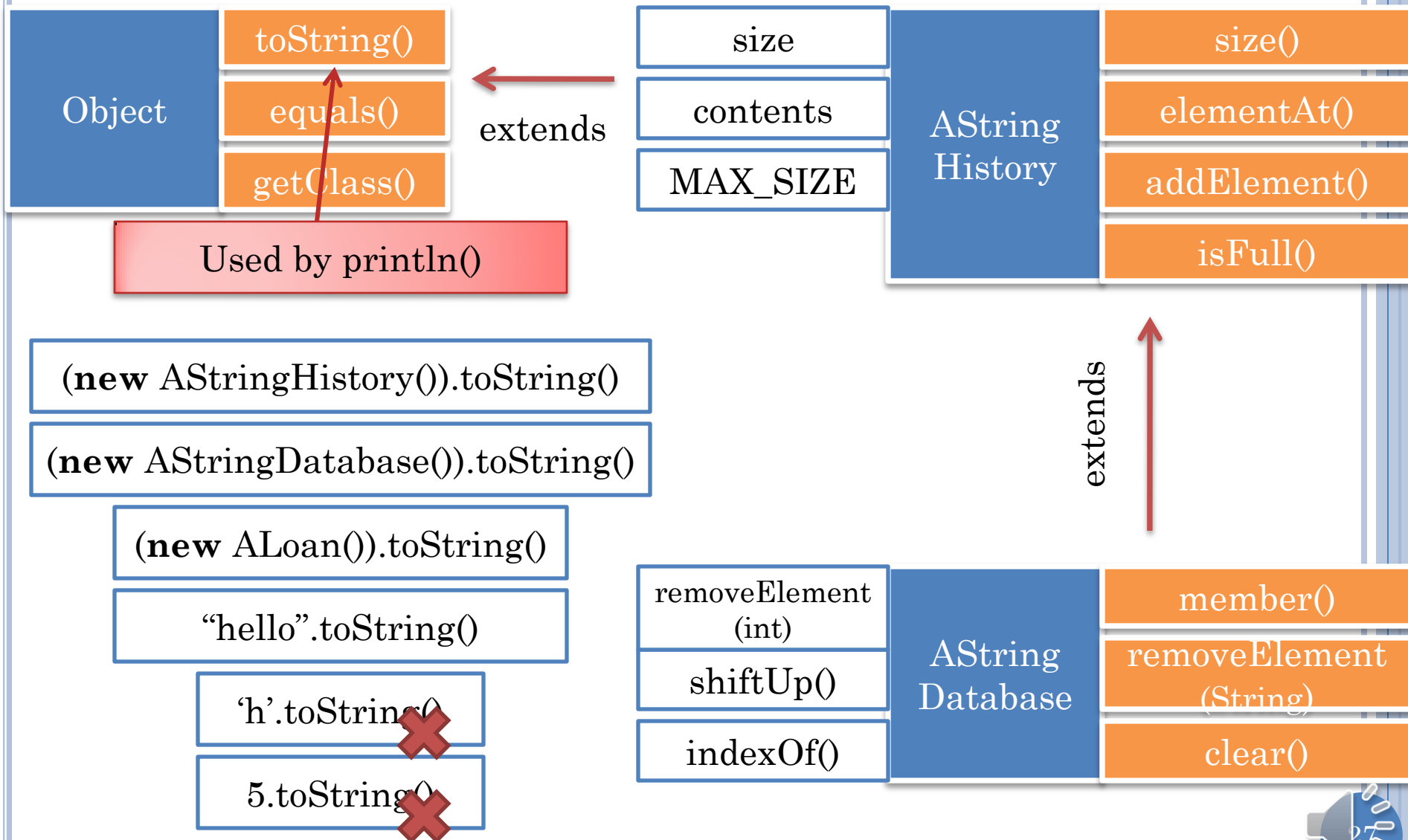
```
public class AStringHistory implements StringHistory {  
    public final int MAX_SIZE = 50;  
    String[] contents = new String[MAX_SIZE];  
    int size = 0;  
    public int size() { return size;}  
    public String elementAt (int index) { return contents[index]; }  
    boolean isFull() { return size == MAX_SIZE; }  
    public void addElement(String element) {  
        if (isFull())  
            System.out.println("Adding item to a full history");  
        else {  
            contents[size] = element;  
            size++;  
        }  
    }  
}
```



# EQUIVALENT CLASS DEFINITION

```
public class AStringHistory extends Object implements StringHistory
{
    public final int MAX_SIZE = 50;
    String[] contents = new String[MAX_SIZE];
    int size = 0;
    public int size() { return size;}
    public String elementAt (int index) { return contents[index]; }
    boolean isFull() { return size == MAX_SIZE; }
    public void addElement(String element) {
        if (isFull())
            System.out.println("Adding item to a full history");
        else {
            contents[size] = element;
            size++;
        }
    }
}
```

# SOME METHODS OF CLASS OBJECT



# DATABASE

size()

elementAt()

addElement()

String  
History

extends



member()

removeElement()

clear()

String  
Database

AStringDatabase [Java Application] C:\Program F

James Dean

Joe Doe

Jane Smith

p

\*\*\*\*\*

James Dean

Joe Doe

Jane Smith

\*\*\*\*\*

m Joe Doe

true

m Jane Doe

false

d Joe Doe

p

\*\*\*\*\*

James Dean

Jane Smith

\*\*\*\*\*

c

p

\*\*\*\*\*

\*\*\*\*\*



# ORDERED SET

size()

elementAt()

addElement()

String  
History

extends



member()

removeElement()

clear()

String  
Database

Driver [Java Application] C:\Program File

James Dean

John Smith

James Dean

John Smith

p

\*\*\*\*\*

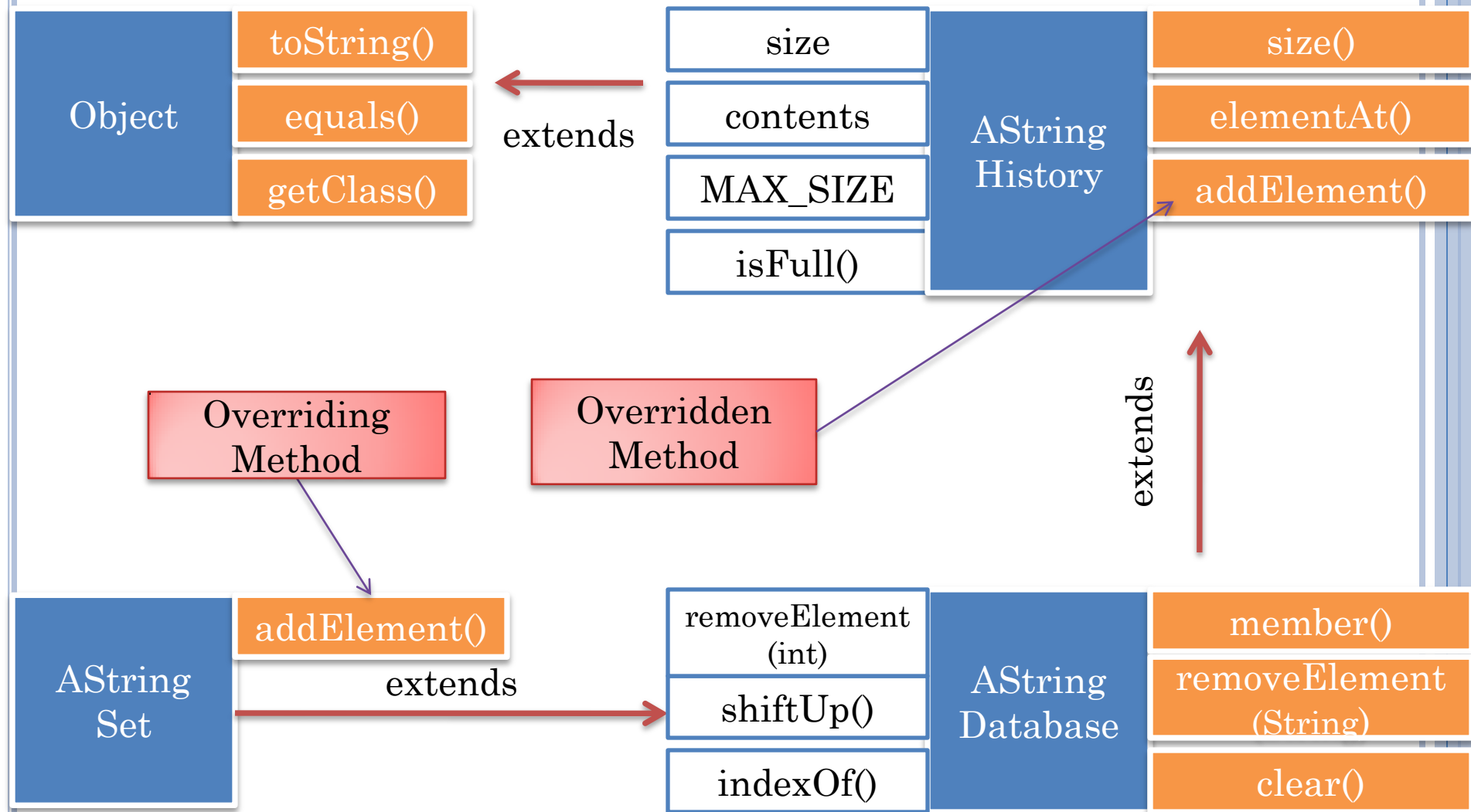
James Dean

John Smith

\*\*\*\*\*

No new interface  
needed

# OVERRIDING INHERITED METHODS



# OVERRIDING ADDELEMENT()

```
public void addElement(String element) {  
    if (isFull())  
        System.out.println("Adding item to a full history");  
    else {  
        contents[size] = element;  
        size++;  
    }  
}
```

```
public void addElement(String element) {  
    if (member(element)) return;  
    if (isFull())  
        System.out.println("Adding item to a full history");  
    else {  
        contents[size] = element;  
        size++;  
    }  
}
```

Only addElement() changes

Duplicated code in addElement()



# REUSING CODE (NO LANGUAGE SUPPORT)

```
public void addElementHistory(String element) {  
    if (isFull())  
        System.out.println("Adding item to a full history");  
    else {  
        contents[size] = element;  
        size++;  
    }  
}
```

```
public void addElement (String element) {  
    addElementHistory(element);  
}
```

```
public void addElement(String element) {  
    if (member(element)) return;  
    addElementHistory(element);  
}
```





# OVERRIDING ADDELEMENT()

```
public void addElement(String element) {  
    if (isFull())  
        System.out.println("Adding item to a full history");  
    else {  
        contents[size] = element;  
        size++;  
    }  
}
```

```
public void addElement(String element) {  
    if (member(element)) return;  
    super.addElement(element);  
}
```

inherited addElement()



# OMITTING SUPER

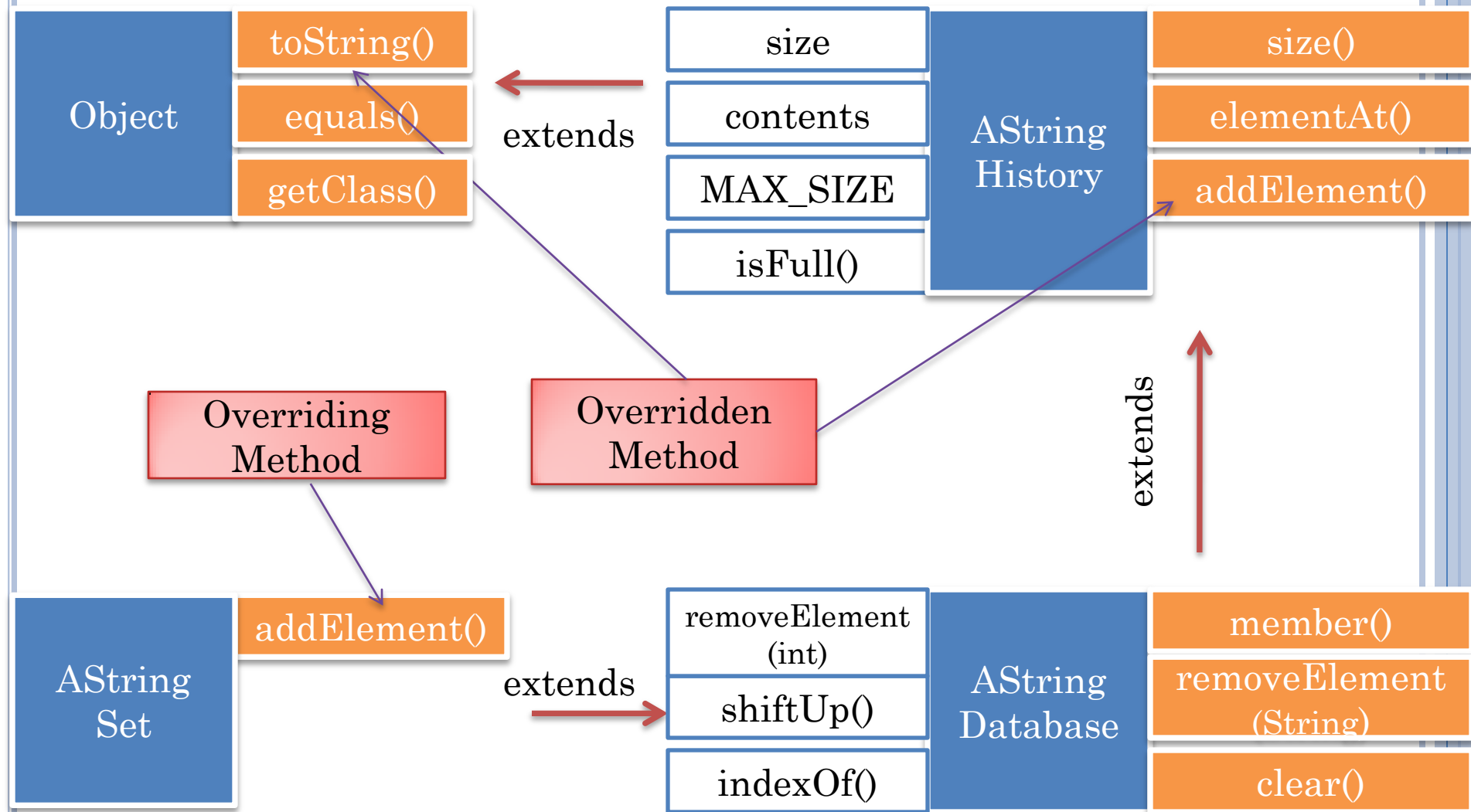
```
public void addElement(String element) {  
    if (isFull())  
        System.out.println("Adding item to a full history");  
    else {  
        contents[size] = element;  
        size++;  
    }  
}
```

```
public void addElement(String element) {  
    if (member(element)) return;  
    addElement(element);  
}
```

Recursive call leading to infinite recursion



# OVERRIDING OBJECT METHOD



# OVERRIDING OBJECT METHOD

stringSet.toString() → "AStringSet@1eed58"

```
public String toString() {  
    String retVal = "";  
    for (int i = 0; i < size; i++) {  
        String separator = (i == size - 1) ? "" : ":";  
        retVal += separator + contents[i];  
    }  
    return retVal;  
}
```

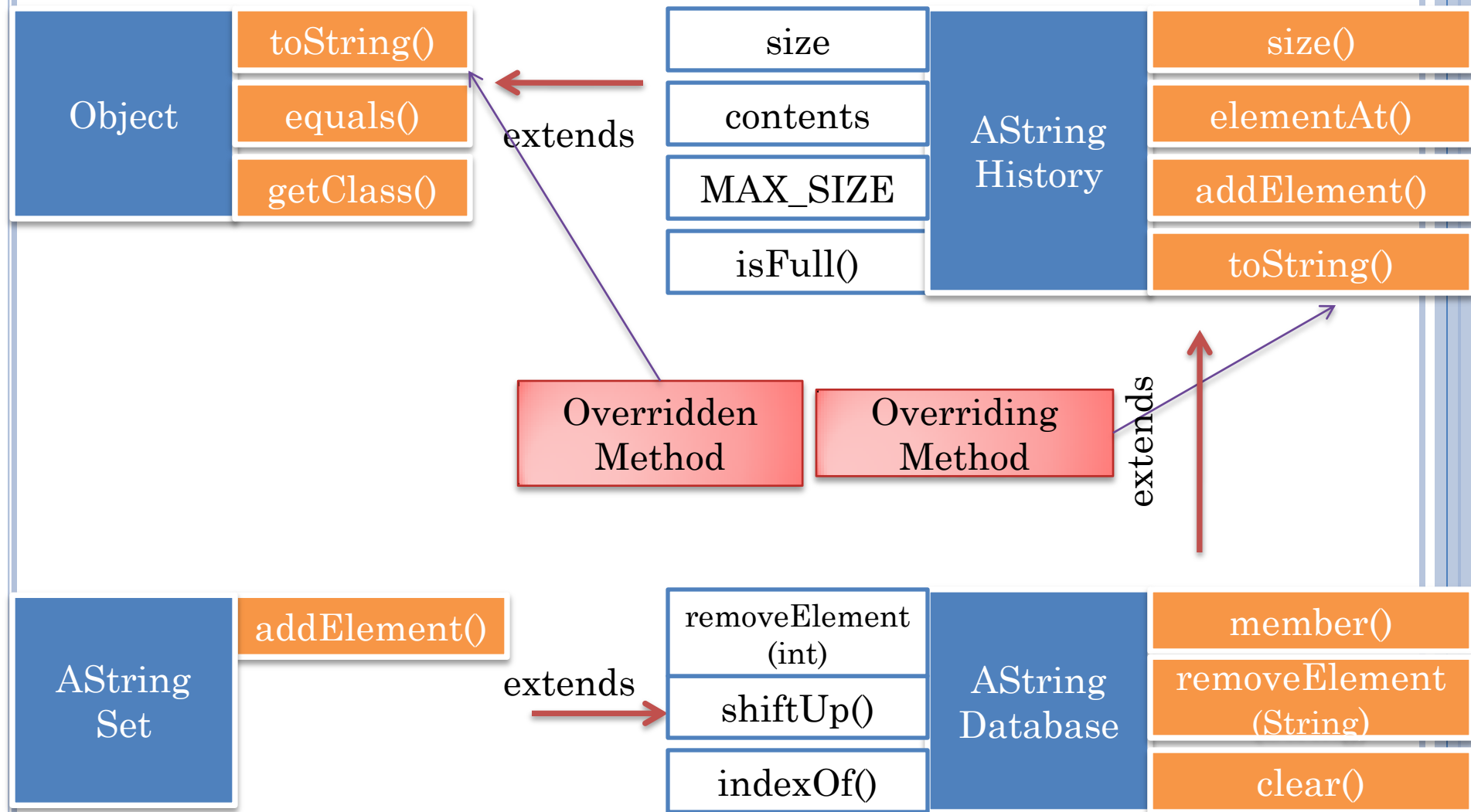
stringSet.toString() → "James Dean:John Smith"

Defined in which class? AStringHistory,  
AStringDatabase or AStringSet

Should be defined in AStringHistory as it is  
then available to and overridable by all  
subclasses.



## OVERRIDING OBJECT METHOD



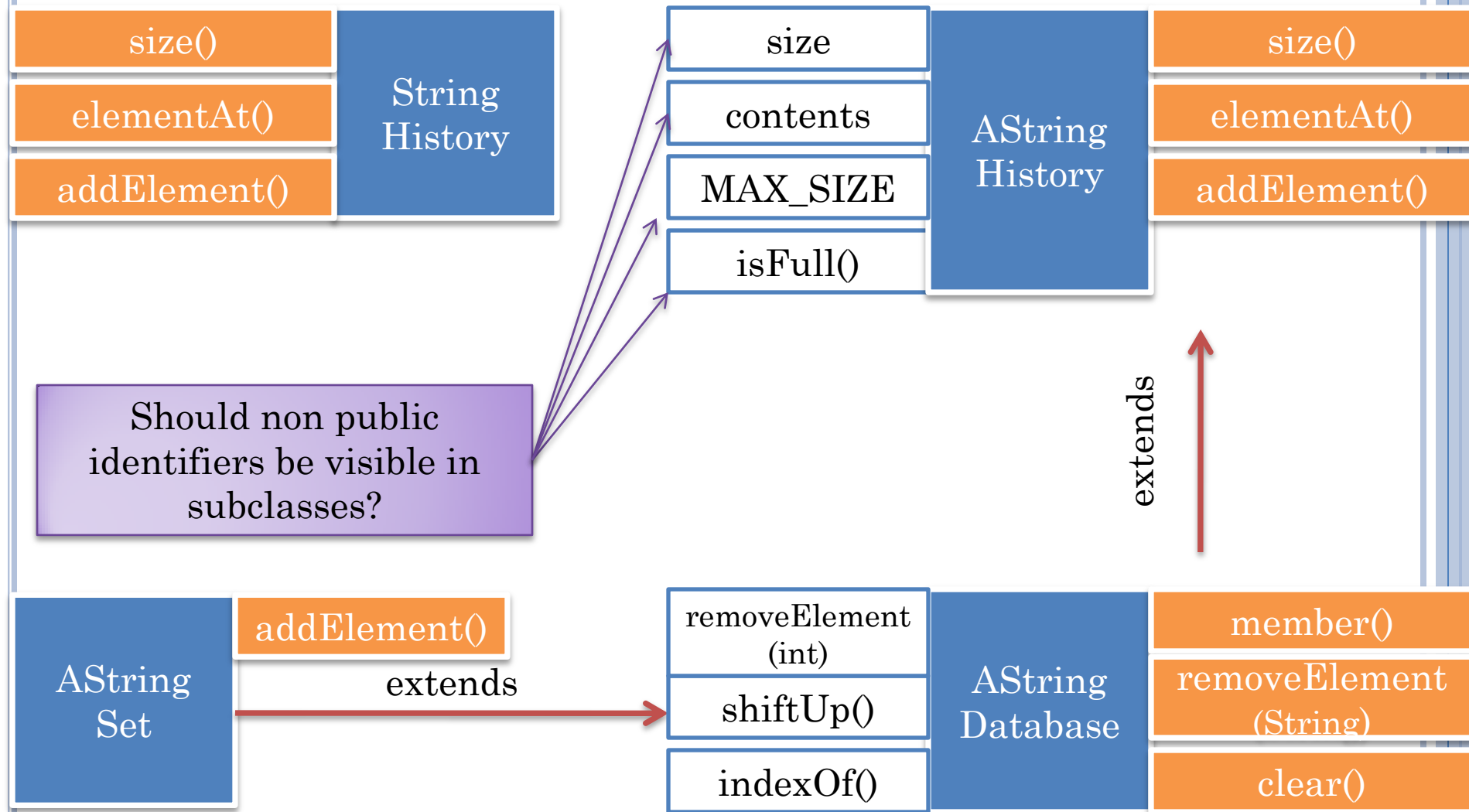
# SUPPOSE toString IN ASTRINGSET

```
public String toString() {  
    String retVal = "";  
    for (int i = 0; i < size; i++) {  
        String separator = (i == size- 1) ? "" : ":";  
        retVal += separator + contents[i];  
    }  
    return retVal;  
}
```

Variables defined in super class  
(AStringHistory)



# VISIBILITY OF SUPERCLASS MEMBERS



# ACCESS CONTROL

- **public**: accessible in all classes.
- **protected**: accessible in all subclasses of its class and all classes in its package.
  - Many of the variables/methods in lecture code presented earlier protected access even though PPT slides do not show it so that later subclasses could access them
- **default**: accessible in all classes in its package.
- **private**: accessible only in its class.
  - Can force all methods such `toString()` using them to be in that class

Rule: do not make them public!





# DEFAULT ACCESS, SUBCLASS IN SAME PACKAGE

```
package lectures.collections;  
public class AStringHistory implements StringHistory {  
    int size = 0;  
    ...  
}
```

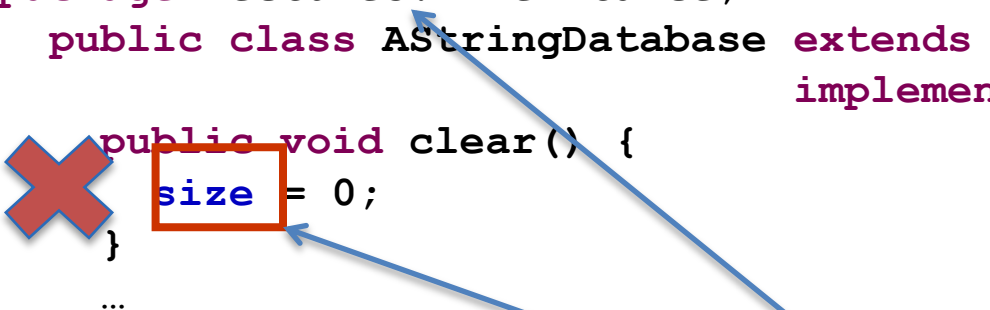
```
package lectures.collections;  
public class AStringDatabase extends AStringHistory  
    implements StringDatabase {  
    public void clear() {  
        size = 0;  
    }  
    ...  
}
```

Access allowed since in  
same package

# DEFAULT ACCESS, SUBCLASS IN DIFFERENT PACKAGE

```
package lectures.collections;  
public class AStringHistory implements StringHistory {  
    int size = 0;  
    ...  
}
```

```
package lectures.inheritance;  
public class AStringDatabase extends AStringHistory  
    implements StringDatabase {  
    public void clear() {  
        size = 0;  
    }  
    ...  
}
```



Access not allowed since not in same package, even through in subclass

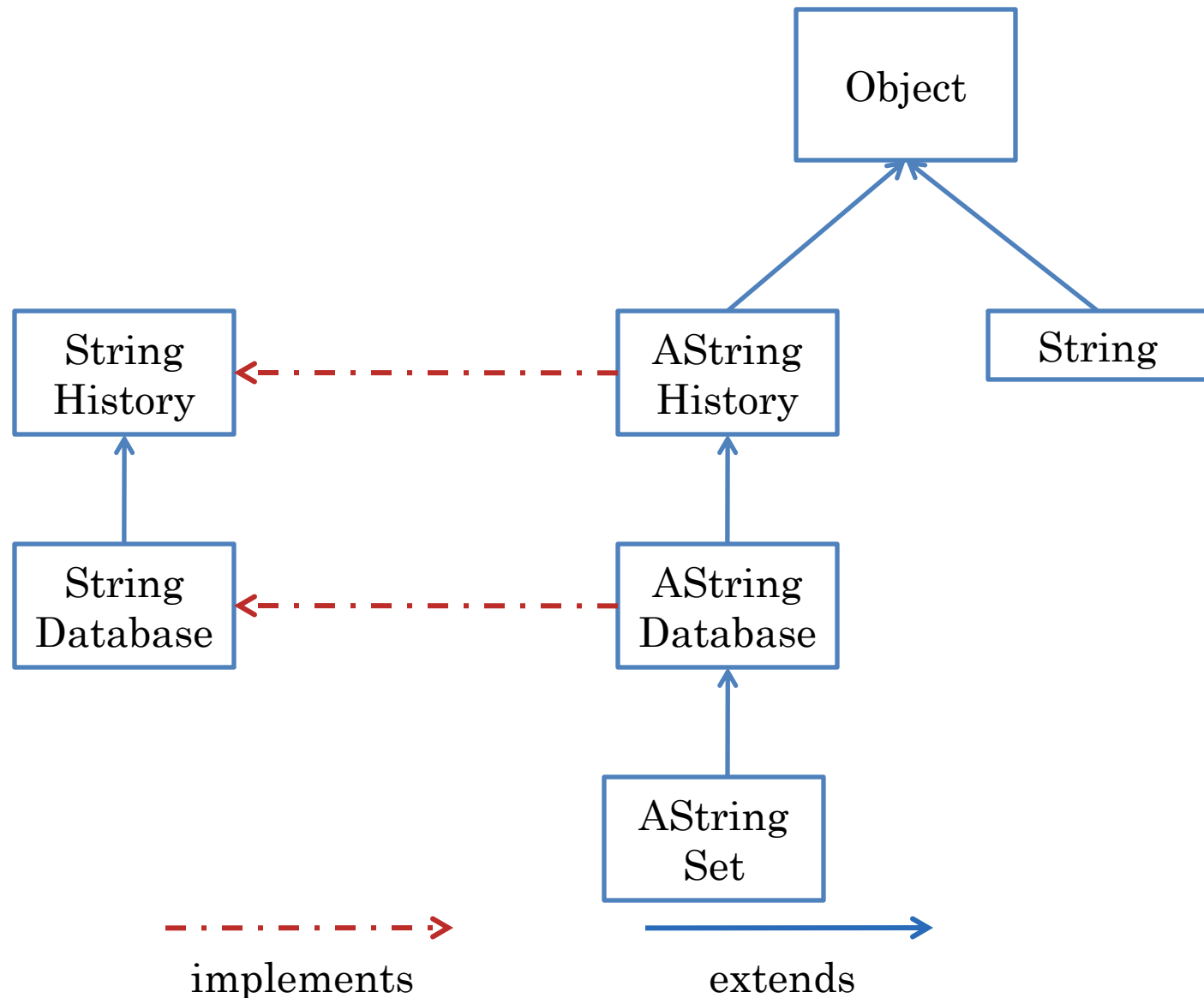
# PROTECTED ACCESS, SUBCLASS IN DIFFERENT PACKAGE

```
package lectures.collections;  
public class AStringHistory implements StringHistory {  
    protected int size = 0;  
    ...  
}
```

```
package lectures.inheritance;  
public class AStringDatabase extends AStringHistory  
    implements StringDatabase {  
    public void clear() {  
        size = 0;  
    }  
    ...  
}
```

Access allowed since  
protected

# TYPE RELATIONS IN EXAMPLE COLLECTIONS



# SIMILAR RELATIONSHIPS IN JAVA.UUTIL

Will understand class hierarchy better after we learn abstract classes

