Inheritance and Polymorphism

Object-Oriented Programming Inheritance

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Inf1:: 2008/09

• Chapters 7 - 9 of Head First Java.

Central to whole business of OOP.

We'll take it slowly.

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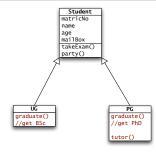
Classes with Stuff in Common





UML diagram: class name, instance variables, methods.

Abstracting Common Stuff



Abstracting Common Stuff

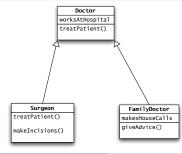
- Subclass (e.g. UG) inherits from superclass (e.g. Student).
- In Java: subclass extends superclass.
- So subclass gets all the members instance variables and methods - of superclass.
- Also:
 - subclass can add new members of its own: and
 - override inherited methods.

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Doctor Example, 2

```
Doctor
public class Doctor {
        boolean worksAtHospital;
        void treatPatient() {
                // perform a checkup
```

Doctor Example, 1



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Doctor Example, 3

```
Surgeon
public class Surgeon extends Doctor {
        void treatPatient() {
                // perform surgery
        void makeIncisions() {
               // use a scalpel
```

NB We put this class into a new file Surgeon. java

```
Doctor Example, 4
```

The Design Process

```
FamilyDoctor
public class FamilyDoctor extends Doctor {
        boolean makesHouseCalls;
        void giveAdvice() {
                // tells you to wrap up warmly
```

- Look for objects that have common attributes and behaviours.
- Design a class that represents the common state and behaviour.
- Decide if a subclass needs method implementations that are specific to that particular subclass type.
 - Carry out further abstraction by looking for groups of subclasses that might have common behaviours.

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X TS-A Y?

ClassX extends ClassY

- Can we say that ClassX IS-A ClassY?
- That is, an instance of ClassX can do anything (and maybe more) that an instance of ClassY can do?

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- Kitchen extends Room
- Room extends House
- Violinist extends Musician
- Sink extends Kitchen
- Musician extends Person
- Madonna extends Singer
- Soprano extends Musician

Quiz!!

- Short Quiz to do in class.
- Covers material in HE1 and lectures
- To give me feedback on how you are doing.
 - Don't need to put your name.
 - Pleae leave completed sheets with me or at top of room before you depart.

Reading, etc

- Read Chapter 7 of Head First Java.
- · More on Inheritance on Friday.
- NB First OOP Lecture next week is Monday 16th February at 2.00 pm - swapped with D&A Slot.

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