Inf1-OP
Inheritance

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UML Class Diagrams

**UML**: language for specifying and visualizing OOP software systems

**UML class diagram:**
- specifies class name, instance variables, methods, …

```
UGStudent

- matricNo
- name
- age
- mailBox

+ takeExam()
+ graduate()
+ party()
```

- = private
+ = public
Classes with Stuff in Common

- `UGStudent`
  - matricNo
  - name
  - age
  - mailBox
  + takeExam()
  + graduate()
  + party()

- `PGStudent`
  - matricNo
  - name
  - age
  - mailBox
  + takeExam()
  + graduate()
  + party()
  + tutor()

- Lots of duplication across the two classes
- More importantly, many clients should be able to work with both: don’t want to duplicate their code.
- How do we eliminate the duplication?
Classes with Stuff in Common

- Lots of duplication across the two classes
- More importantly, many clients should be able to work with both: don’t want to duplicate their code.
- How do we eliminate the duplication?
Abstracting Common Stuff

Inheritance hierarchy:

- subclasses (UG, PG) inherit from superclass (Student)
- arrow with open head indicates generalization in UML class diagram
- see http://en.wikipedia.org/wiki/Class_diagram
Subclasses and superclasses

- Subclass (e.g. UG) inherits* the members of superclass (e.g. Student)
- Subclass is a specialization of superclass — superclass is generalization of subclass

*[details to be further specified...]*
X IS-A Y?

The IS-A test

- Is ClassX a subclass of ClassY?
- Test: can we say that ClassX IS-A (‘is a kind of’) ClassY?
- Does an instance of ClassX have all the properties (and maybe more) that an instance of ClassY has?

IS-A Candidates

1. Kitchen subclass-of Room
2. Room subclass-of House
3. Violinist subclass-of Musician
4. Sink subclass-of Kitchen
5. Musician subclass-of Person
6. Lady Gaga subclass-of Singer
7. Student subclass-of Musician
Inheritance

- Subclass inherits all the members (instance variables and methods) of the superclass.
- In Java: subclass extends superclass.
- A subclass can add new members of its own
- By default, methods that are inherited from superclass have same implementation in subclass
Inheritance

- Subclass inherits all the public members (instance variables and methods) of the superclass.
- In Java: subclass extends superclass.
- A subclass can add new members of its own
- By default, methods that are inherited from superclass have same implementation in subclass
Inheritance

- Subclass inherits all the **public** members (instance variables and methods) of the superclass.
- In Java: subclass **extends** superclass.
- A subclass can add new members of its own.
- By default, methods that are inherited from superclass have same implementation in subclass.
- **except if** . . .
  - subclass **overrides** the inherited methods.
For handy guide to UML, see
http://www.loufranco.com/blog/assets/cheatsheet.pdf
Doctor

public class Doctor {
    public void treatPatient() {
        // perform a checkup
    }
}

public class Surgeon extends Doctor {
  public void treatPatient() {
    // perform surgery
    // overrides inherited method
    // Can call Doctor’s version:
    super.treatPatient();
  }
  public void makeIncisions() {
    // use a scalpel
    // a new method
  }
}
public class FamilyDoctor extends Doctor {
    public void giveAdvice() {
        // tells you to wrap up warmly
    }
}
Method Overriding

- Method $m$ in subclass B **overrides** method $m'$ in superclass A if $m$ has exactly the same signature (i.e. name and parameters) as $m'$. (Return type? Later...)
- Normally, $m$ replaces the implementation of $m'$.

Doctor

Doctor d = new Doctor();
d.treatPatient(); // Use implementation in Doctor class

Surgeon

Surgeon s = new Surgeon();
s.treatPatient(); // Use implementation in Surgeon class
Type Hierarchy View in Eclipse

Hierarchy Tree Pane

Members Pane
Doctor Subclasses

Right-click on a class name and select **Open Type Hierarchy**
FamilyDoctor Members

Inherited and non-inherited members

FamilyDoctor
- makesHouseCalls - lecture7.FamilyDoctor
- worksAtHospital - lecture7.Doctor
- Object() - java.lang.Object
- equals(Object) : boolean - java.lang.Object
- getClass() : Class<?> - java.lang.Object
- giveAdvice() : void - lecture7.FamilyDoctor
- hashCode() : int - java.lang.Object
- notify() : void - java.lang.Object
- notifyAll() : void - java.lang.Object
- toString() : String - java.lang.Object
- treatPatient() : void - lecture7.Doctor
The Design Process

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

**Student**

```java
public class Student {
    private final String firstName;
    private final String lastName;
    private final String matric;

    public Student(String fn, String ln, String m) {
        ... }

    public String getFirstName() {
        ... }
    public String getLastName() {
        ... }
    public String getMatric() {
        ... }
}
```
Encapsulation and Inheritance

UG

```java
public class UG extends Student {
    private String tutGroup = "";

    public void setTutGroup(String s) {
        tutGroup = s;
    }
    public String getTutGroup() {
        return tutGroup;
    }
    public String toString() {
        return "UG [firstName=" + firstName + ",
                lastName=" + lastName + 
                ", matric=" + matric + 
                ", tutGroup=" + tutGroup + "]";
    }
}
```
Encapsulation and Inheritance

UG

public class UG extends Student {
    private String tutGroup = "";

    ...

    public String toString() {
        return "UG [firstName=" + firstName + ",
                        lastName=" + lastName + ",
                        matric=" + matric + ",
                        tutGroup=" + tutGroup + "]";
    }

}
Encapsulation and Inheritance

UG

public class UG extends Student {
    private String tutGroup = "";

    ...

    public String toString()
    {
        return "UG [firstName=" + getFirstName() + ", " +
            " lastName=" + getLastName() + ", matric=" +
            ", tutGroup=" + tutGroup + "]";
    }
}
Encapsulation and Inheritance

- **private** instance variables (fields) cannot be directly accessed by subclass.
- Can only be accessed via setter and getter methods (which are inherited from superclass).
The Object Superclass
Doctor Example in Eclipse

Where does Doctor belong in the class hierarchy?
The class Object

Doctor's Superclass

```java
public class Doctor {
    void treatPatient() {
        ...
    }
}
```

Object is the superclass of every class in Java! If a class doesn't explicitly extend some superclass, then it implicitly extends Object. That is, we don't need to add extends Object.
The class `Object`

Doctor’s Superclass

```java
public class Doctor extends Object {
    void treatPatient() {
        ...
    }
}
```

- `Object` is the superclass of every class in Java!
- If a class doesn’t explicitly extend some superclass, then it **implicitly** extends `Object`.
- That is, we don’t need to add `extends Object`.

Object defines methods that are available to every class. E.g.,

- `equals(Object o)` — test whether two objects are equal.
- `hashCode()` — numerical ID; equal objects must have equal hash codes.
- `toString()` — returns a textual representation of an object; automatically invoked by methods like `System.out.println()`.
- Since every class inherits `toString()` from `Object`, you have already been overriding this method!
Flat vs. Nested Hierarchies
Flat Animal Hierarchy

Animal
- sleep()
- makeNoise()
- roam()

Lion
- makeNoise()

Cat
- makeNoise()

Wolf
- makeNoise()

Dog
- makeNoise()
Animals Example, 1

Our base class: Animal

```java
public class Animal {
    public void sleep() {
        System.out.println("Sleeping: Zzzzz");
    }
    public void makeNoise() {
        System.out.println("Noises...");
    }
    public void roam() {
        System.out.println("Roamin’ on the plain.");
    }
}
```
1. Lion subclass-of Animal
2. Override the makeNoise() method.

```java
public class Lion extends Animal {
    public void makeNoise() {
        System.out.println("Roaring: Rrrrrr!");
    }
}
```
Animals Example, 3

1. Cat subclass of Animal
2. Override the makeNoise() method.

```
public class Cat extends Animal {
    public void makeNoise() {
        System.out.println("Miaowing: Miaooo!");
    }
}
```
1. Wolf subclass-of Animal
2. Override the makeNoise() method.

```java
public class Wolf extends Animal {
    public void makeNoise() {
        System.out.println("Howling: Ouooooo!");
    }
}
```
1. Dog subclass-of Animal
2. Override the `makeNoise()` method.

```java
public class Dog extends Animal {
    public void makeNoise() {
        System.out.println("Barking: Woof Woof!");
    }
}
```
Animals Example, 6

The Launcher

```java
public class AnimalLauncher {
    public static void main(String[] args) {
        System.out.println("\nWolf\n=====");
        Wolf wolfie = new Wolf();
        wolfie.makeNoise(); // from Wolf
        wolfie.roam(); // from Animal
        wolfie.sleep(); // from Animal

        System.out.println("\nLion\n=====");
        Lion leo = new Lion();
        leo.makeNoise(); // from Lion
        leo.roam(); // from Animal
        leo.sleep(); // from Animal
    }
}
```
Output

Wolf
=====
Howling: Ouooooo!
Roamin’ on the plain.
Sleeping: Zzzzz

Lion
=====
Roaring: Rrrrrrr!
Roamin’ on the plain.
Sleeping: Zzzzz
Nested Animal Hierarchy

- Lions and cats can be grouped together into Felines, with common `roam()` behaviours.
- Dogs and wolves can be grouped together into Canines, with common `roam()` behaviours.
Animals Example, 1

Same as before.

Animal

```java
public class Animal {
    public void sleep() {
        System.out.println("Sleeping: Zzzzz");
    }
    public void makeNoise() {
        System.out.println("Noises...");
    }
    public void roam() {
        System.out.println("Roamin’ on the plain.");
    }
}
```
The new class Feline

public class Feline extends Animal {
    public void roam() {
        // Override roam()
        System.out.println("Roaming: I’m roaming alone.");
    }
}

Animals Example, 2
The new class Canine

Canine

public class Canine extends Animal {
    public void roam() {
        // Override roam()
        System.out.println("Roaming: I’m with my pack.");
    }
}

1. Lion subclass-of Feline
2. Override the makeNoise() method.

Lion

```java
public class Lion extends Feline {
    public void makeNoise() {
        System.out.println("Roaring: Rrrrrr!" );
    }
}
```

- Similarly for Cat.
1. Wolf subclass-of Canine

2. Override the makeNoise() method.

```java
public class Wolf extends Canine {
    public void makeNoise() {
        System.out.println("Howling: Ouoo000!");
    }
}
```

Similarly for Dog.
Which method gets called?

1. Wolf wolfie = new Wolf();
2. wolfie.makeNoise();
3. wolfie.roam();
4. wolfie.sleep();
public class AnimalLauncher {
    public static void main(String[] args) {
        System.out.println("\nWolf\n=====");
        Wolf wolfie = new Wolf();
        wolfie.makeNoise(); // from Wolf
        wolfie.roam(); // from Canine
        wolfie.sleep(); // from Animal

        System.out.println("\nLion\n=====");
        Lion leo = new Lion();
        leo.makeNoise(); // from Lion
        leo.roam(); // from Feline
        leo.sleep(); // from Animal
    }
}
Output

Wolf
=====
Howling: Ouooooo!
Roaming: I’m with my pack.
Sleeping: Zzzzzz

Lion
=====
Roaring: Rrrrrrr!
Roaming: I’m roaming alone.
Sleeping: Zzzzzz
Polymorphism
Typing and Polymorphism

- **polymorphism** (＝‘many shapes’): the same piece of code can be assigned multiple types.
- A class defines a type, namely the signatures of its methods.
- $S$ is a **subtype** of $T$, written $S <: T$, if a value of type $S$ can be used in any context where a value of type $T$ is expected.
- The relation $<$: is reflexive: $T <: T$
- The relation $<$: is transitive: if $S <: T$ and $T <: U$, then $S <: U$.
- **NB**: We say $T$ is a **supertype** of $S$ if $S$ is a subtype of $T$.
- Inclusion polymorphism: objects of different types $S_1$, $S_2$, ... may be treated uniformly as instances of a common supertype $T$. 
Declaring and Initializing a Reference Variable

Wolf wolfie  =  new Wolf();
create a Wolf object
Declaring and Initializing a Reference Variable

declare a reference variable

Wolf wolfie = new Wolf();
Declaring and Initializing a Reference Variable

```java
Wolf wolfie = new Wolf();
```

link the object to the reference
Declaring and Initializing a Reference Variable

```java
Animal wolfie = new Wolf();
```

- Reference type can be supertype of the object type.
- E.g., Wolf <: Animal.
public class AnimalLauncher2 {
    public static void main(String[] args) {
        Wolf wolfie = new Wolf();
        Lion leo = new Lion();
        Cat felix = new Cat();
        Dog rover = new Dog();
        ArrayList<Animal> animals = new ArrayList<Animal>();
        animals.add(wolfie);
        animals.add(leo);
        animals.add(felix);
        animals.add(rover);
        for (Animal a : animals) {
            a.makeNoise();
        }
    }
}
Polymorphic Arrays

ArrayList<Animal> is polymorphic.

- `animals.add(wolfie)`
  add an object of type Wolf. OK since Wolf <: Animal.

- `for (Animal a : animals)`
  for each object a of type T such that T <: Animal ...

- `a.makeNoise()`
  if a is of type T, use T’s makeNoise() method.
Overriding and Overloading
Method Overriding, 1

If a class $C$ overrides a method $m$ of superclass $D$, then:

- Parameter lists must be same and return type must be compatible:
  1. signature of $m$ in $C$ must be same as signature of $m$ in $D$; i.e. same name, same parameter list, and
  2. return type $S$ of $m$ in $C$ must such that $S \subseteq T$, where $T$ is return type of $m$ in $D$.

- $m$ must be at least as accessible in $C$ as $m$ is in $D$
Method Overriding, 2

method in Animal

```java
public void makeNoise() {
    ...
}
```

Wrong: method in Wolf

```java
public void makeNoise(int volume) {
    ...
}
```

Wrong: method in Wolf

```java
private void makeNoise() {
    ...
}
```
Method Overloading, 1

Overloading: two methods with same name but different parameter lists.

Overloaded `makeNoise`

```java
public void makeNoise() {
    ...
}
public void makeNoise(int volume) {
    ...
}
```

Overloaded `println`

```java
System.out.println(3); // int
System.out.println(3.0); // double
System.out.println((float) 3.0); // cast to float
System.out.println("3.0"); // String
```
Method Overloading, 2

1. Return types can be different.
2. You can’t just change the return type — gets treated as an invalid override.
3. Access levels can be varied up or down.

Incorrect override of `makeNoise`

```java
public String makeNoise() {
    String howl = "Ouooooo!";
    return howl;
}
```

Exception in thread "main" java.lang.Error:
Unresolved compilation problem:
The return type is incompatible with Animal.makeNoise()
Abstract Classes
Animal Objects?

Creating new objects

Wolf wolfie = new Wolf();

Animal leo = new Lion();

Animal weird = new Animal();

- Animal class is meant to contain information that all animals have in common.
- But this is not enough to define any one specific animal.
Concrete vs. Abstract

Concrete

- Examples: Cat, Wolf
- Specific enough to be instantiated.

Abstract

- Examples: Animal, Feline
- Not intended to have instances.
- Only useful if extended.
- Any 'instances' will have to be instances of a subclass of the abstract class.
public abstract class Animal {
    public void sleep() {
        System.out.println("Sleeping: Zzzzz");
    }
    public void makeNoise() {
        System.out.println("Noises...");
    }
    public void roam() {
        System.out.println("Roamin’ on the plain.");
    }
}

Just put the keyword abstract before the class declaration.
The Abstract Animal, 2

- An abstract class can be extended by other abstract classes.
- Canine and Feline can (and should) both be abstract.

Animal

```java
public abstract class Animal {
    public void sleep() {
        System.out.println("Sleeping: Zzzzz");
    }
    public void makeNoise() {
        System.out.println("Noises...");
    }
    public void roam() {
        System.out.println("Roamin’ on the plain.");
    }
}
```

Just put the keyword `abstract` before the class declaration.
The Abstract Animal, 2

Animal

```java
public abstract class Animal {
    public void sleep() {
        System.out.println(""Sleeping: Zzzzz"");
    }
    public abstract void roam();
    public abstract void makeNoise();
}

Now has abstract methods!
```
The Abstract Animal, 3

- `roam()` and `makeNoise()` are abstract methods:
  - no body;
  - **must** be implemented in any concrete subclass (implemented \sim overriden);
  - don't have to be implemented by an abstract subclass;
  - can only be declared in an abstract class;
- `sleep()` is not abstract, so can be straightforwardly inherited.
Abstract Classes in Animal Hierarchy

- `Animal`
  - `sleep()`
  - `makeNoise()`
  - `roam()`

- `Feline`
  - `roam()`

- `Canine`
  - `roam()`

- `Lion`
  - `makeNoise()`

- `Cat`
  - `makeNoise()`

- `Wolf`
  - `makeNoise()`

- `Dog`
  - `makeNoise()`
Using Abstract Classes

- Use an abstract class when you have several similar classes that:
  - have a lot in common — the implemented parts of the abstract class
  - have some differences — the abstract methods.
Constructor Chaining, 1

- All constructors in object’s inheritance tree run when a new instance is created.
- FamilyDoctor extends Doctor
Constructor Chaining, 2

- Make a new `FamilyDoctor()`.
- Call the no-argument superclass constructor, i.e. `Doctor()`.
- Call the no-argument superclass constructor, i.e. `Object()`.
- Constructor of the immediate superclass invoked with `super()`
- If you don’t explicitly call this, the compiler will, but only for no-argument constructors.
Constructor Chaining, 3

Student

... public Student(String fn, String ln, String m) {
    firstName = fn;
    lastName = ln;
    matric = m;
}
...

UG extends Student

... private String tutGroup
...

public UG(String fn, String ln, String m, String tutGroup) {
    super(fn, ln, m); // call the superclass constructor
    this.tutGroup = tutGroup;
}
...
Summary

Inheriting from a superclass:
- the subclass gets all the public members (instance variables and methods) of the superclass;
  - public class Foo extends Baz
- the subclass may add members, and also override methods.
- So subclass extends (adds to) the behaviour of its superclass.
- Inheritance corresponds roughly to taxonomic relations for everyday concepts.
- In Java, you can only inherit from one superclass.

Problems with using inheritance:
- Easy to get muddled with inheritance hierarchies.
- Subclass is tightly coupled with superclass.
- Changes in superclass can break subclass — fragile base class problem.
Reading

Java Tutorial
pp193-217, i.e. Chapter 6 *Interfaces and Inheritance*, from *Inheritance* to the end of the chapter.

We haven’t talked about interfaces, but we could have done, and they’re useful to know about: you might well prefer simply to read Chapter 6 from beginning to end. The really basic version: an interface in Java is like a class in which all methods are abstract.