More about inheritance

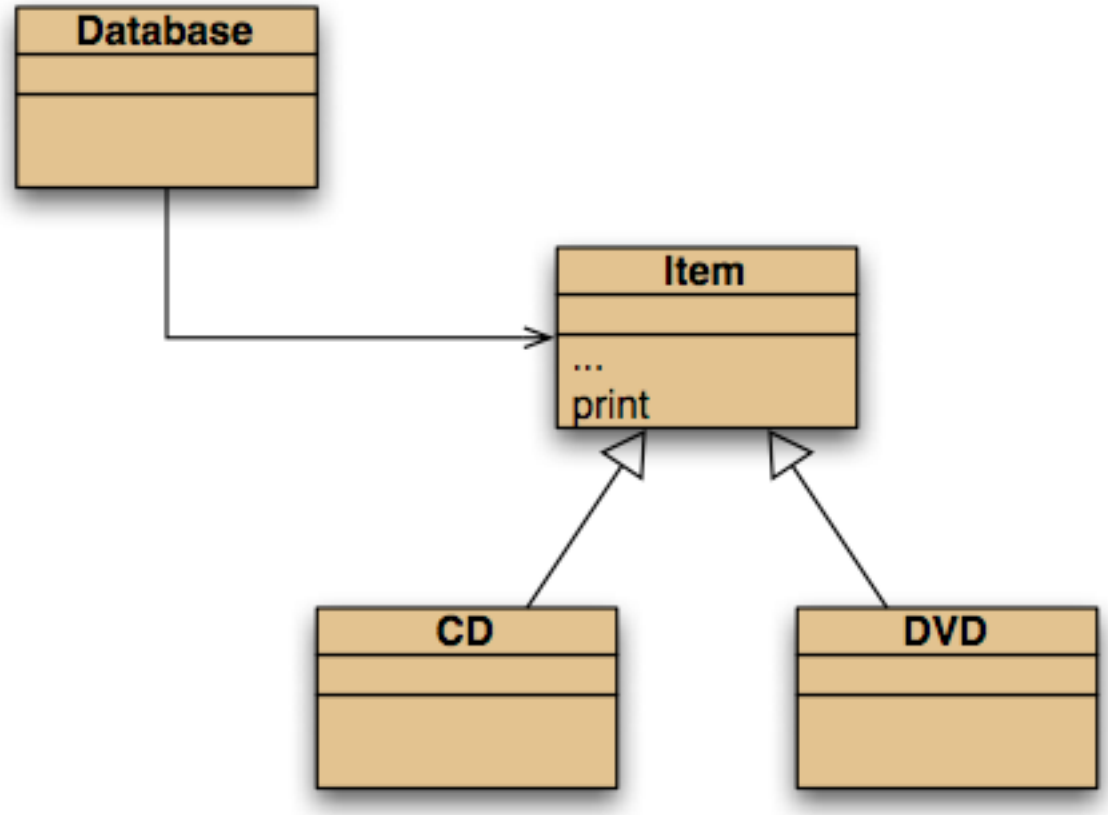
Exploring polymorphism

COMP1400
Week 11

Main concepts to be covered

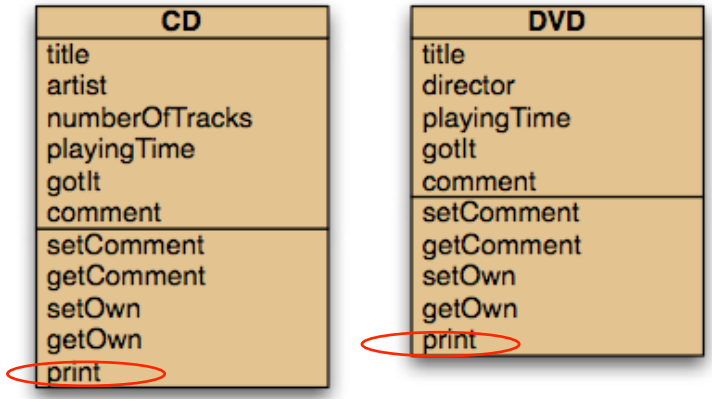
- method polymorphism
- static and dynamic type
- overriding
- dynamic method lookup
- protected access

The inheritance hierarchy



DoME classes

Without inheritance

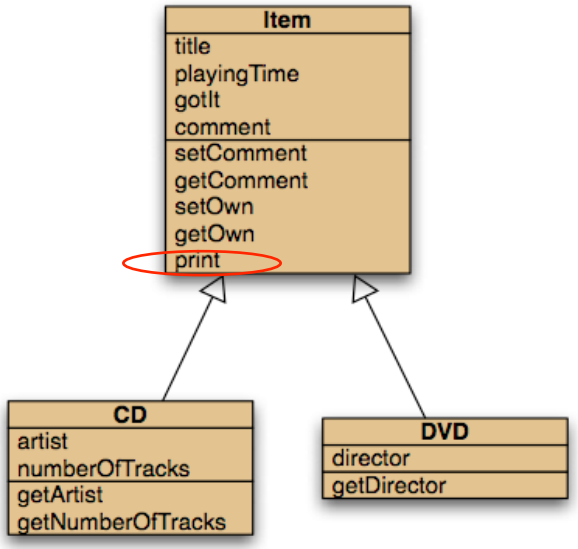



```
class Database {


   private ArrayList<CD> cds;
   private ArrayList<DVD> dvds;
   ...
   public void list()
   {
       for(CD cd : cds)
       {
          cd.print();
          System.out.println();  // empty line between items
       }

       for(DVD dvd : dvds)
       {
          dvd.print();
          System.out.println();  // empty line between items
       }
   }
}
```

With inheritance




```
/**
 * Print a list of all currently stored CDs and
 * DVDs to the text terminal.
 */
public void list()
{
   for (Item item: items)
   {
       item.print();
       // Print an empty line between items
       System.out.println();
   }
}
```

Conflicting output

What we want

```
CD: A Swingin' Affair (64 mins)*
    Frank Sinatra
    tracks: 16
    my favourite Sinatra album

DVD: O Brother, Where Art Thou? (106 mins)
     Joel & Ethan Coen
     The Coen brothers' best movie!
```

What we have

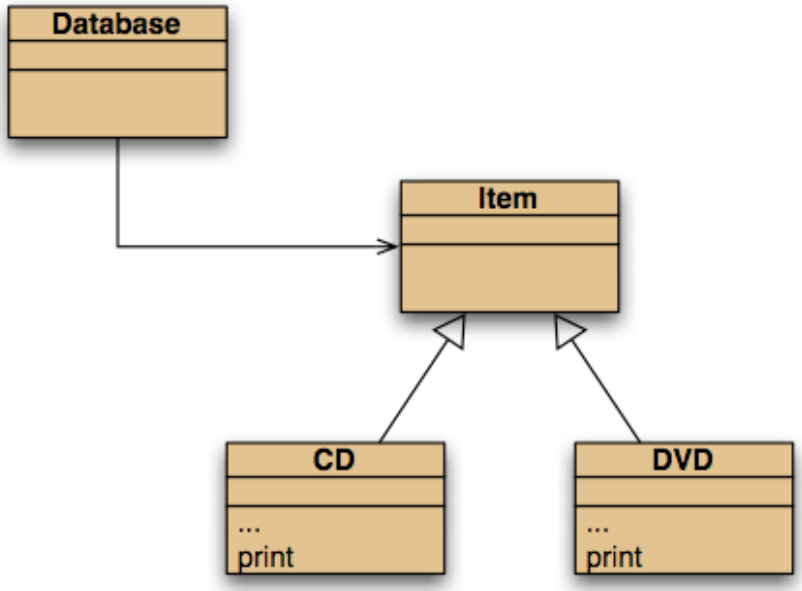
```
title: A Swingin' Affair (64 mins)*
       my favourite Sinatra album

title: O Brother, Where Art Thou? (106 mins)
       The Coen brothers' best movie!
```

The problem

- The `print` method in `Item` only prints the common fields.
- Inheritance is a one-way street:
  - A subclass inherits the superclass fields.
  - The superclass knows nothing about its subclass's fields.

Attempting to solve the problem



- Place **`print`** where it has access to the information it needs.
- Each subclass has its own version.
- But **`Item`**'s fields are private.
- **`Database`** cannot find a **`print`** method in **`Item`**.

Static type and dynamic type

- A more complex type hierarchy requires further concepts to describe it.
- Some new terminology:
  - static type
  - dynamic type
  - method dispatch/lookup

Static and dynamic type

What is the type of c1?

```
Car c1 = new Car();
```

What is the type of v1?

The type of the variable `v1` is `Vehicle`

```
Vehicle v1 = new Car();
```

the type of the object stored in `v1` is `Car`.

Static and dynamic type

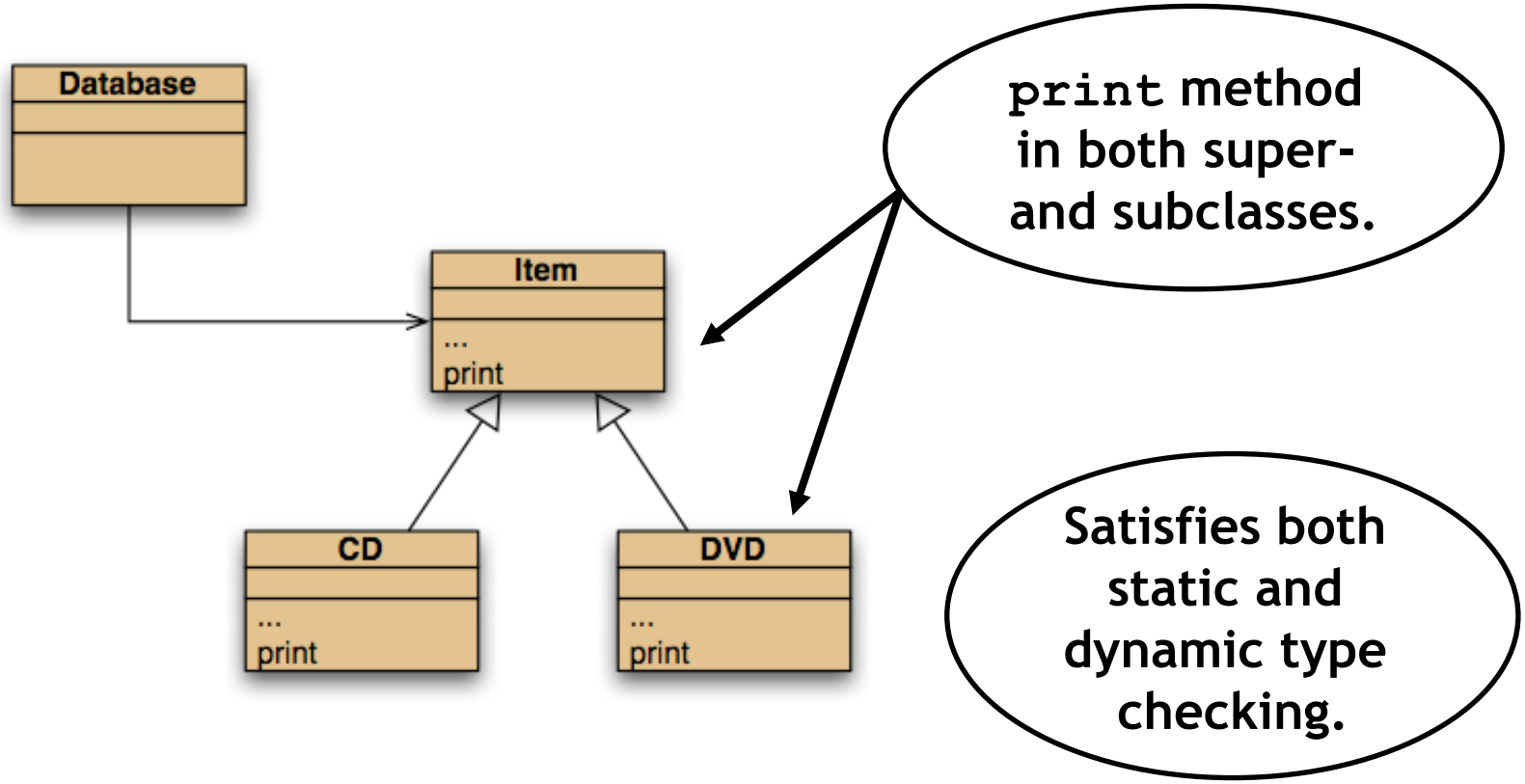
- The declared type of a variable is its *static type*.
- The type of the object a variable refers to is its *dynamic type*.
- The compiler's job is to check for static-type violations.

```
for (Item item: items)
{
    item.print();       // Compile-time error.
}
```

Static and dynamic type

- The **static type** of a variable v is the type as declared in the source code in the variable declaration statement.
- The **dynamic type** of a variable **v** is the type of the object that is currently stored in **v**.

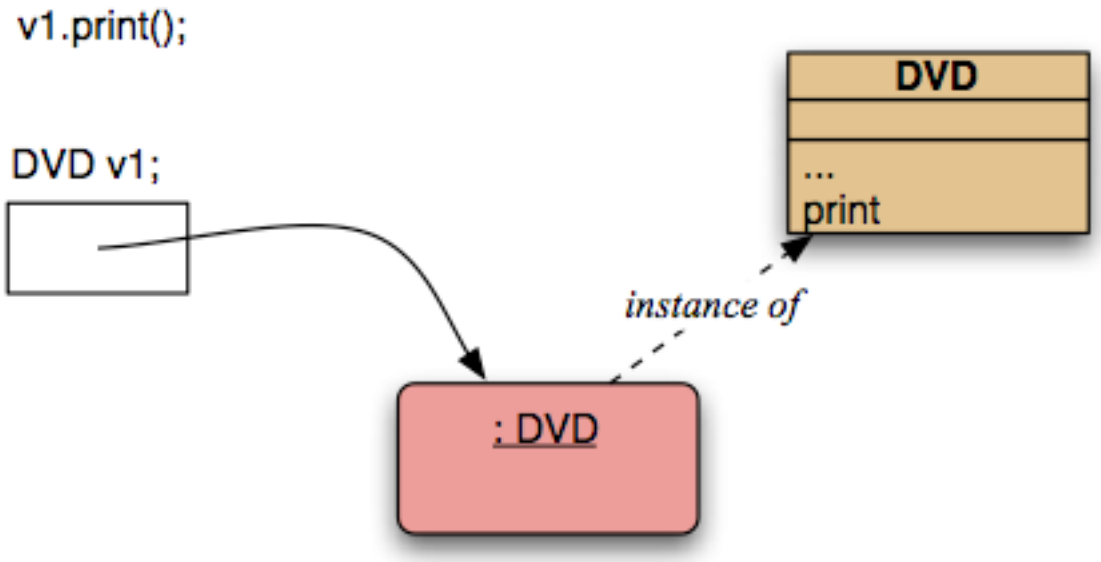
Overriding: the solution



Overriding

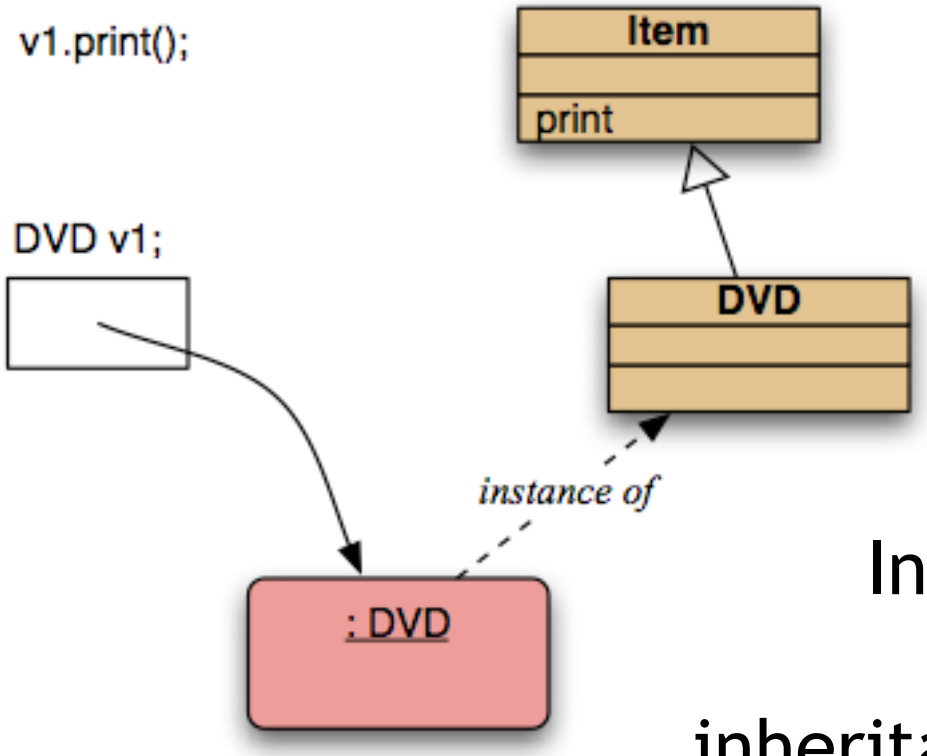
- Superclass and subclass define methods with the same signature.
- Each has access to the fields of its class.
- Superclass satisfies static type check.
- Subclass method is called at runtime – it *overrides* the superclass version.
- What becomes of the superclass version?

Method lookup



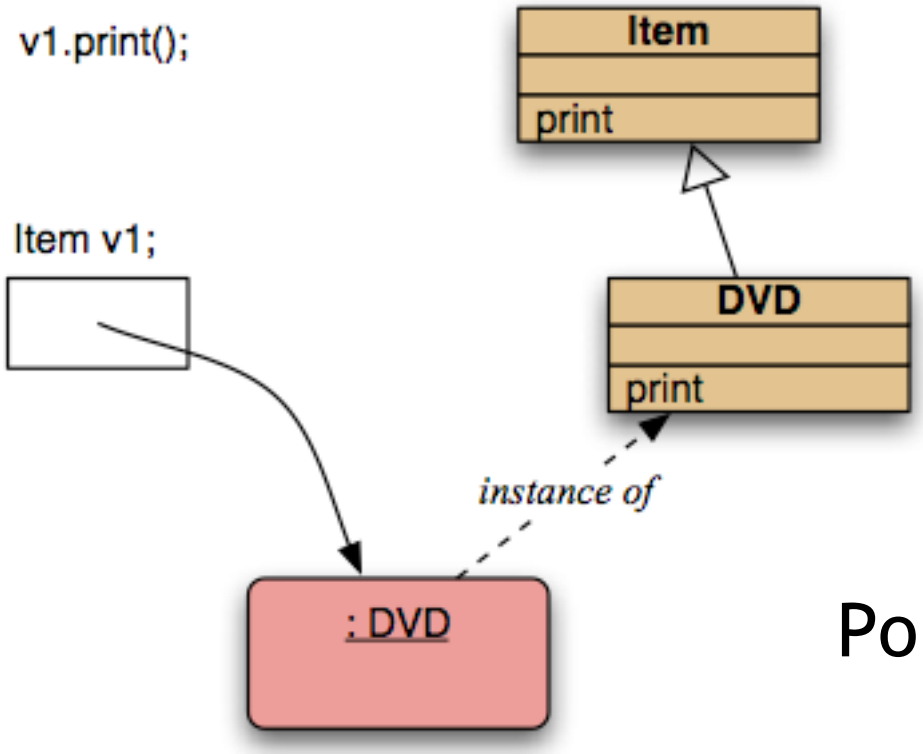
No inheritance or polymorphism.
The obvious method is selected.

Method lookup



Inheritance but no overriding. The inheritance hierarchy is ascended, searching for a match.

Method lookup



Polymorphism and overriding. The 'first' version found is used.

Method lookup summary

- The variable is accessed.
- The object stored in the variable is found.
- The class of the object is found.
- The class is searched for a method match.
- If no match is found, the superclass is searched.
- This is repeated until a match is found, or the class hierarchy is exhausted.
- Overriding methods take precedence.

Super call in methods

- Overridden methods are hidden ...
- ... but we often still want to be able to call them.
- An overridden method *can* be called from the method that overrides it.
  - `super.method(...)`
    - Compare with the use of `super` in constructors.

Calling an overridden method

```
public class CD
{
    ...
    public void print()
    {
        super.print();
        System.out.println("    " + artist);
        System.out.println("    tracks: " + numberOfTracks);
    }
    ...
}
```

Calling an overridden method

Contrary to the case of **super** calls in constructors:

- The method name of the superclass method is explicitly stated.
- A **super** call in a method always has the form:

  super.*method-name* (*parameters*) *The parameter list can be empty.*

- The **super** call in methods may occur anywhere within that method. It does not have to be the first statement.
- No automatic **super** call is generated and no **super** call is required; it is entirely optional.

Method polymorphism

- We have been discussing *polymorphic method dispatch*.
- A polymorphic variable can store objects of varying types.
- Method calls are polymorphic.
  - The actual method called depends on the dynamic object type.

The Object class's methods

- Methods in `Object` are inherited by all classes.
- Any of these may be overridden.
- The `toString` method is commonly overridden:

```
public String toString()
```

  - Returns a string representation of the object.

Overriding toString

```
public class Item
{
    ...

    public String toString()
    {
        String line1 = title + " (" + playingTime + " mins)");

        if (gotIt)
        {
            return line1 + "*\n" + "    " + comment + "\n");
        }
       else
    {
            return line1 + "\n" + "    " + comment + "\n");
        }
    }
    ...
}
```

Overriding toString

- Explicit `print` methods can often be omitted from a class:
  - `System.out.println(item.toString());`
- Calls to `println` with just an object automatically result in `toString` being called:
  - `System.out.println(item);`

Object equality

- What does it mean for two objects to be 'the same'?
  - Reference equality.
  - Content equality.
- Compare the use of `==` with `.equals()`

Overriding the equals method

```
public boolean equals(Object obj)
{
    if (this == obj)
        return true;

    if (! (obj instanceof ThisType))
        return false;

    ThisType other = (ThisType) obj;

    … compare fields of this and other
}
```

Overriding equals in Student

```
public boolean equals(Object obj)
{
    if (this == obj)
        return true;

    if (! (obj instanceof Student))
        return false;

    Student other = (Student) obj;

    return name.equals(other.name) &&
           id.equals(other.id) &&
           credits == other.credits;
}
```

Overriding hashCode in Student

two objects that are the same as determined by a call to **equals** must return identical values from **hashCode**.

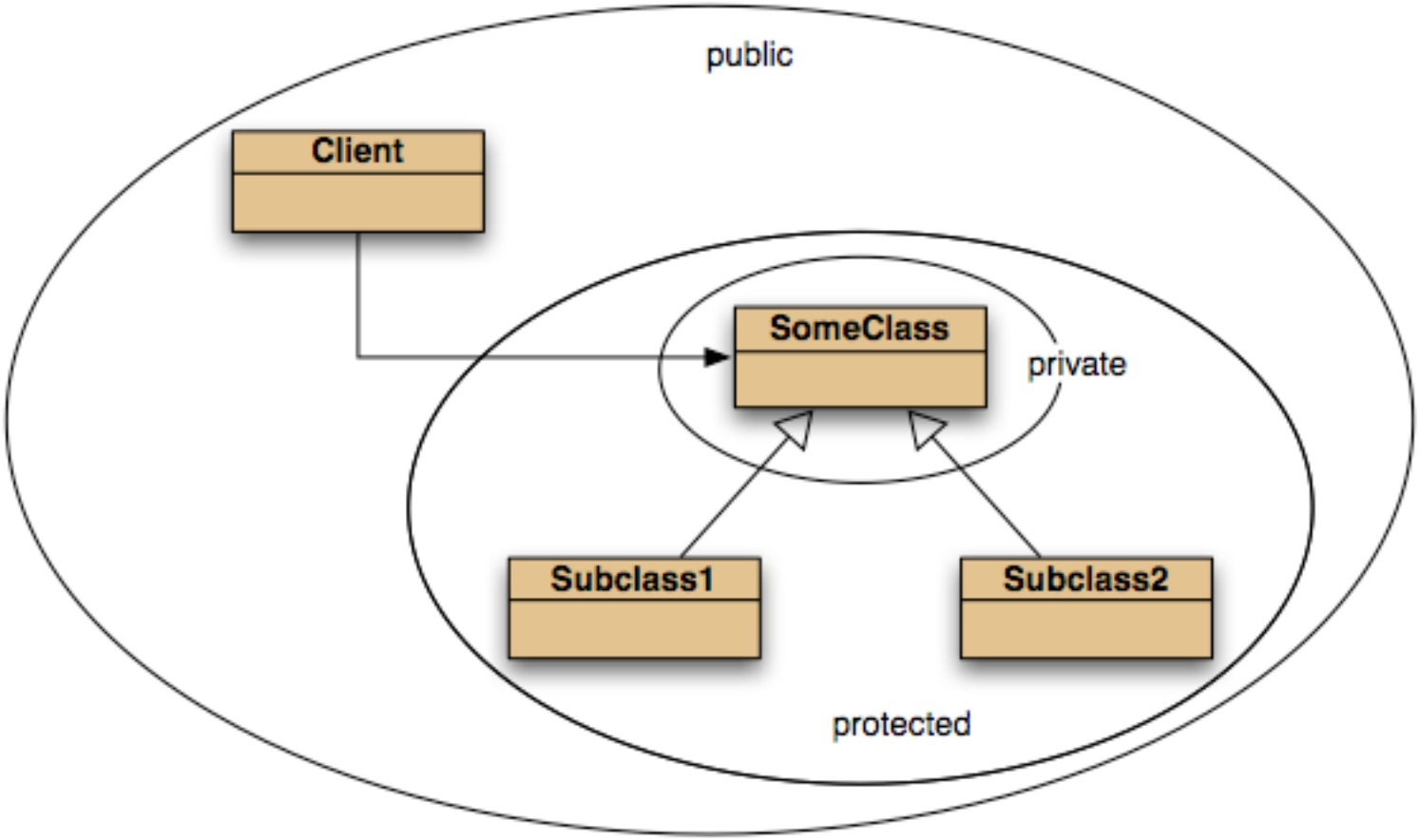
```
/**
 * Hashcode technique taken from
 * Effective Java by Joshua Bloch.
 */
public int hashCode()
{
    int result = 17;
    result = 37 * result + name.hashCode();
    result = 37 * result + id.hashCode();
    result = 37 * result + credits;
    return result;
}
```

This is beyond the scope of this subject!

Protected access

- Private access in the superclass may be too restrictive for a subclass.
- The closer inheritance relationship is supported by *protected access*.
- Protected access is more restricted than public access.
- We still recommend keeping fields private.
  - Define protected accessors and mutators.

Access levels



Review

- The declared type of a variable is its static type.
  - Compilers check static types.
- The type of an object is its dynamic type.
  - Dynamic types are used at runtime.
- Methods may be overridden in a subclass.
- Method lookup starts with the dynamic type.
- Protected access supports inheritance.