

# CSSE 220

Inheritance

Check out *Inheritance* from SVN

# Inheritance

- Sometimes a new class is a **special case** of the concept represented by another
- Can “borrow” from an existing class, changing just what we need
- The new class **inherits** from the existing one:
  - all methods
  - all instance fields



# Examples

- **class SavingsAccount extends BankAccount**
  - adds interest earning, keeps other traits
- **class Employee extends Person**
  - adds pay information and methods, keeps other traits
- **class Manager extends Employee**
  - adds information about employees managed, changes the pay mechanism, keeps other traits

# Notation and Terminology

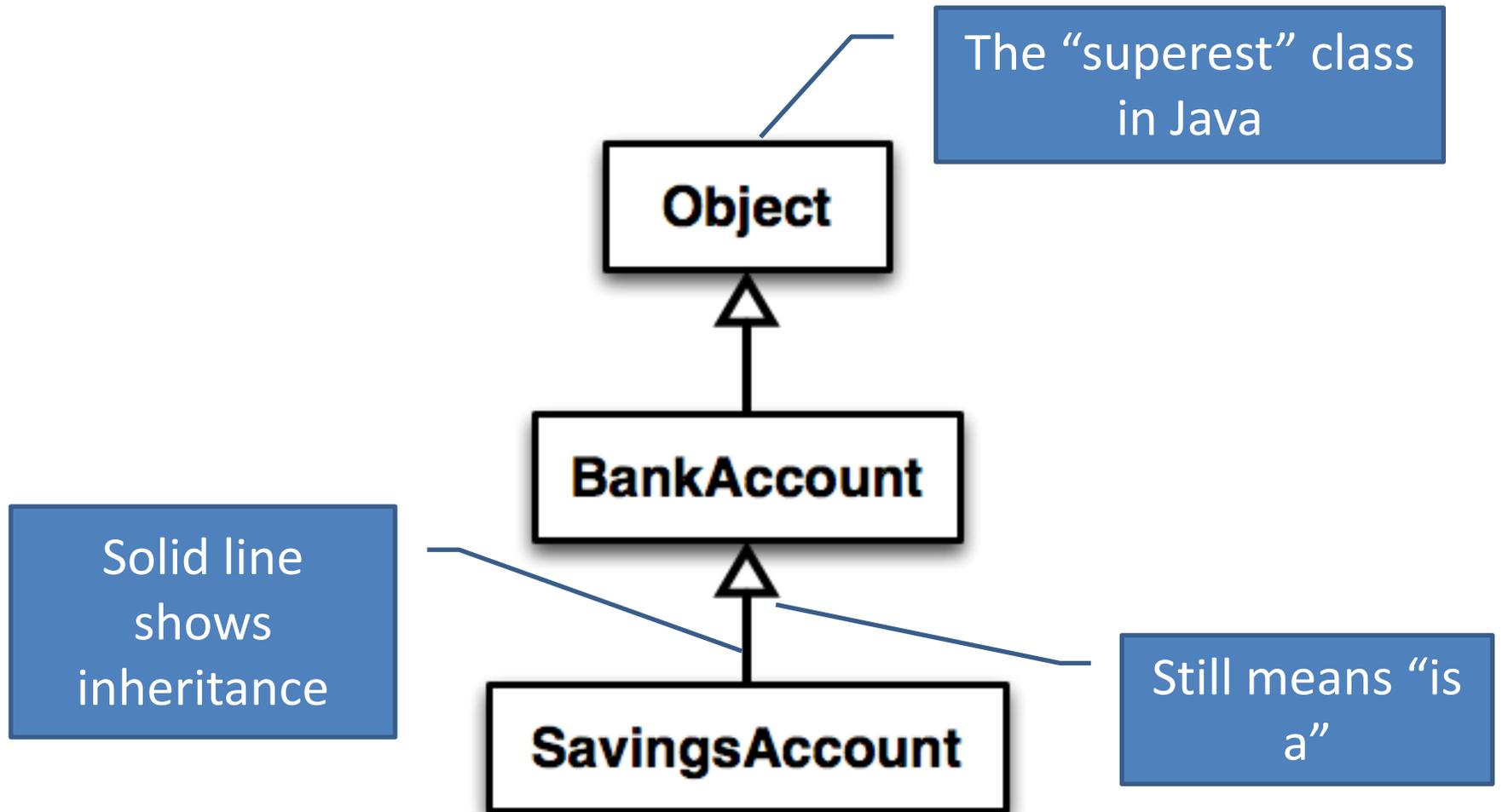
- `class SavingsAccount extends BankAccount {  
    // added fields  
    // added methods  
}`

- Say “SavingsAccount **is a** BankAccount”

- **Superclass:** BankAccount

- **Subclass:** SavingsAccount

# Inheritance in UML



# Interfaces vs. Inheritance

- `class ClickHandler implements MouseListener`

- ClickHandler **promises** to implement all the methods of MouseListener

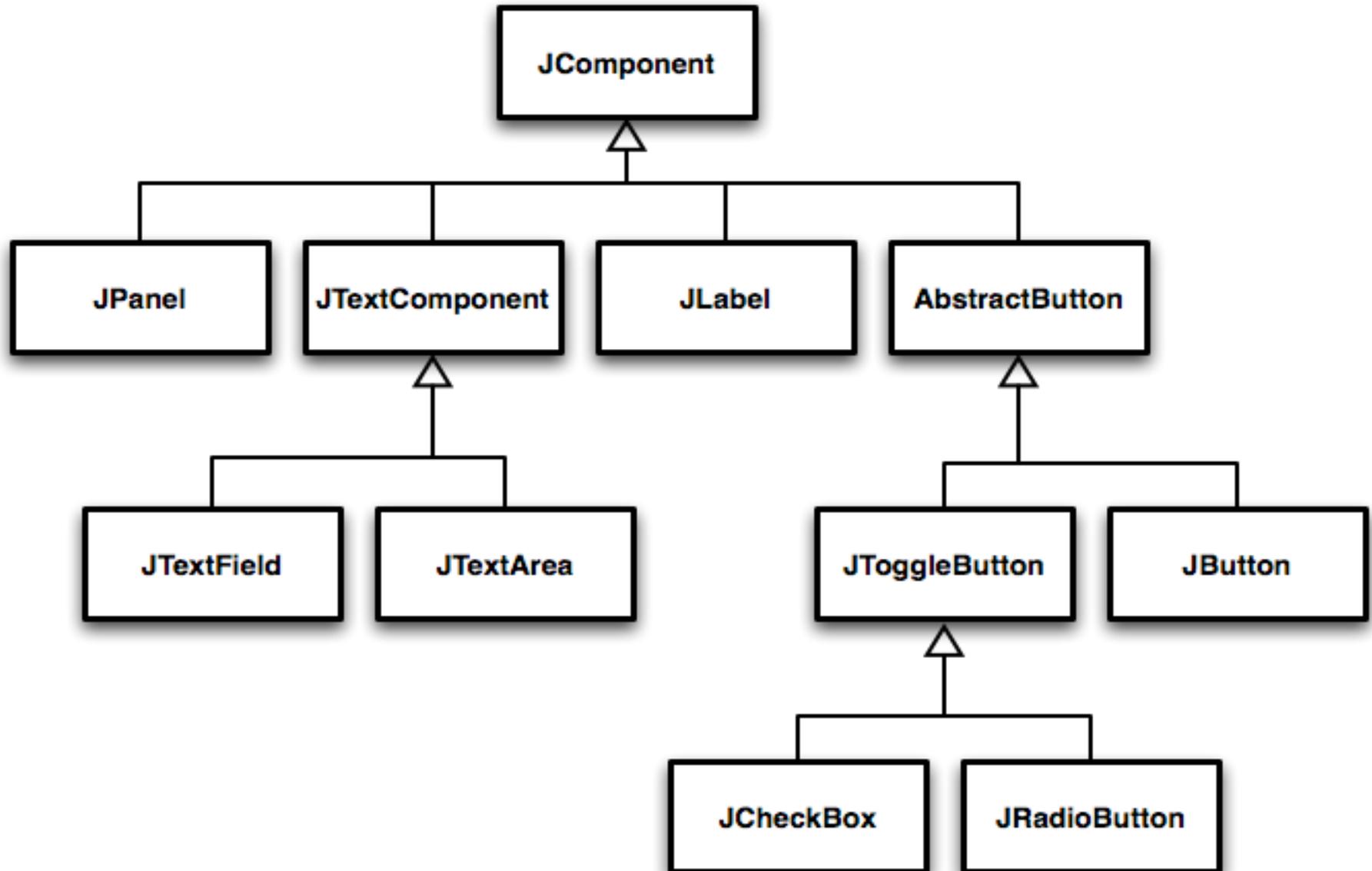
For client code reuse

- `class CheckingAccount extends BankAccount`

- CheckingAccount **inherits** (or overrides) all the methods of BankAccount

For implementation code reuse

# Inheritance Run Amok?



# With Methods, Subclasses can:

- **Inherit** methods **unchanged**
- **Override** methods
  - Declare a new method **with same signature** to use **instead of** superclass method
- **Add** entirely new methods not in superclass

# With Fields, Subclasses:

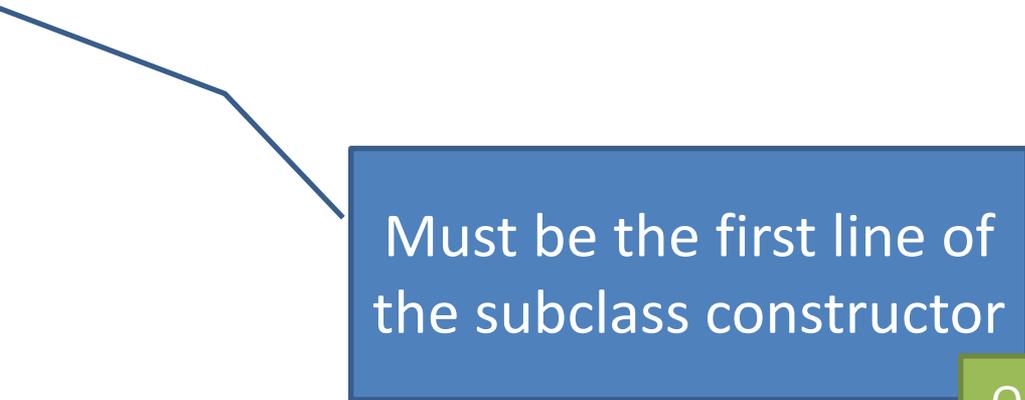
- **ALWAYS inherit** all fields unchanged
  - Only have access to protected, public, and package level fields
- **Can add** entirely new fields not in superclass



**DANGER!** Don't use the same name as a superclass field!

# Super Calls

- Calling superclass **method**:
  - **super.methodName(args);**
- Calling superclass **constructor**:
  - **super(args);**



Must be the first line of  
the subclass constructor

# Polymorphism and Subclasses

- A subclass instance **is a** superclass instance
  - Polymorphism still works!
  - `BankAccount ba = new CheckingAccount();`  
`ba.deposit(100);`
- But not the other way around!
  - `CheckingAccount ca = new BankAccount();`  
`ca.deductFees();`
- Why not?



BOOM!

# Another Example

- Can use:
  - `public void transfer(double amount, BankAccount o){`  
    `this.withdraw(amount);`  
    `o.deposit(amount);`  
    `}`  
in `BankAccount`
- To transfer between different accounts:
  - `SavingsAccount sa = ...;`
  - `CheckingAccount ca = ...;`
  - `sa.transfer(100, ca);`

# Abstract Classes

Also look at the code in the shapes package, especially ShapesDemo (during or after class)

- Hybrid of superclasses and interfaces
  - Like regular superclasses:
    - Provide implementation of some methods
  - Like interfaces
    - Just provide signatures and docs of other methods
    - Can't be instantiated

- Example:

```
– public abstract class BankAccount {  
    /** documentation here */  
    public abstract void deductFees();  
    ...  
}
```

...  
}

Elided methods as before

# Access Modifiers

- **public**—any code can see it
  - **protected**— package and subclasses can see it
  - **default**—anything in the package can see it
  - **private**—only the class itself can see it
- Notes:
    - **default** (i.e., no modifier)—only code in the same **package** can see it
      - good choice for classes
    - **protected**—like default, but subclasses also have access
      - sometimes useful for helper methods



Bad for fields!

# Look at shape hierarchy

- All shapes have an upper left coordinate, plus width and height
- They all have an abstract method to compute their area and perimeter
- They all have a method `printData` that prints their height, width, area, and perimeter
- Review code for `Shape`, `Rectangle`, `Circle`
- Things to do:
  - Add tests for `Rectangle` and `Circle`
  - Make `CoolCircle` a non-abstract subclass of `Circle` which overrides one method to do something different and test it

Linear Lights Out

It's a solo project, but feel free to talk with others as you do it.

And to ask instructor/assistants for help

**WORK TIME**