

Inheritance

Exploring Polymorphism

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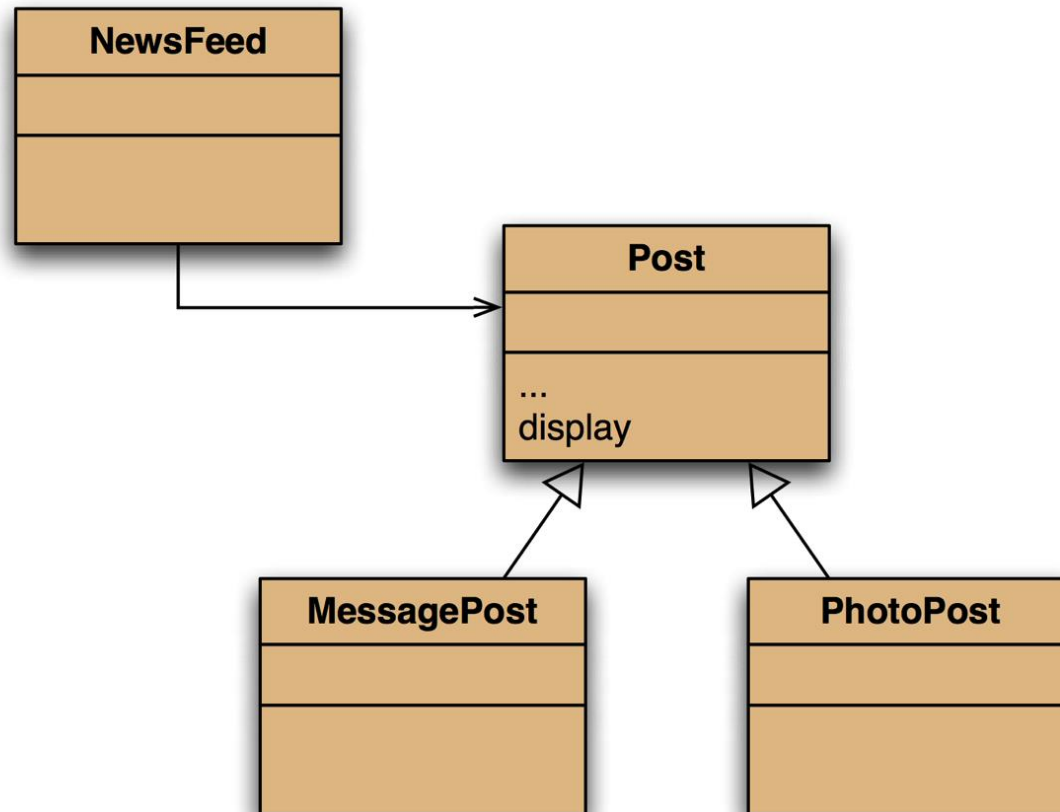
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Topic List

- Method polymorphism
- Static and dynamic type
- Overriding
- Dynamic method lookup
- Protected access

NetworkV2 – Inheritance Hierarchy



Testing the display method...

Create this MessagePost

```
Leonardo da Vinci  
Had a great idea this morning.  
But now I forgot what it was. Something to do  
with flying ...  
40 seconds ago - 2 people like this.  
  No comments.
```

Create this PhotoPost

```
Alexander Graham Bell  
[experiment.jpg]  
I think I might call this thing 'telephone'.  
12 minutes ago - 4 people like this.  
  No comments.
```

Testing the display method...

Leonardo da Vinci

Had a great idea this morning.

But now I forgot what it was. Something to do with flying ...

40 seconds ago - 2 people like this.

No comments.

Alexander Graham Bell

[experiment.jpg]

I think I might call this thing 'telephone'.

12 minutes ago - 4 people like this.

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What we want

Leonardo da Vinci

40 seconds ago - 2 people like this.

No comments.

Alexander Graham Bell

12 minutes ago - 4 people like this.

No comments.

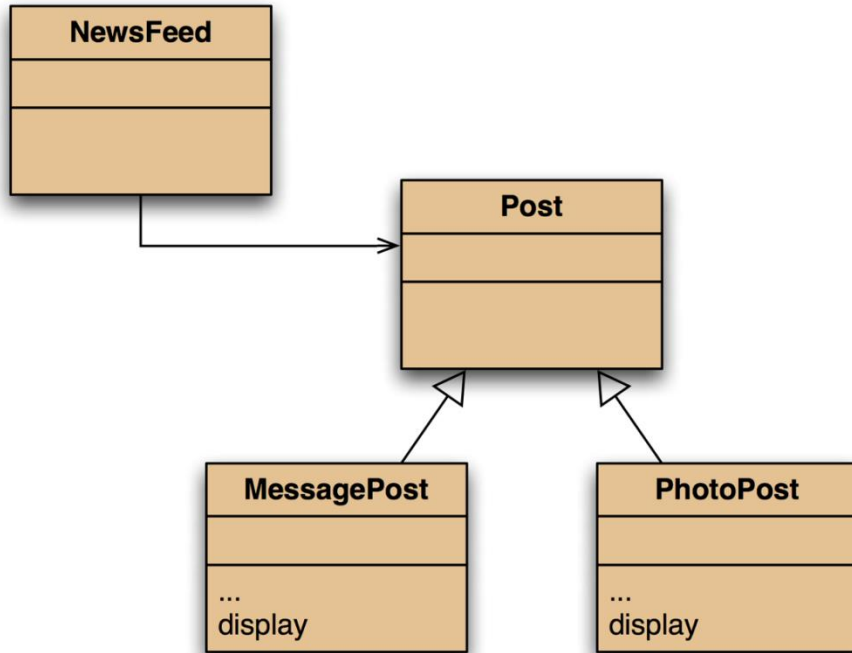


What we have

The problem

- The **display** method in **Post** 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 **display** where it has access to the information it needs.
- Each subclass has its own version.

But:

- **Post**'s fields are private.
- **NewsFeed** cannot find a **display** method in **Post**.

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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?

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

Static and dynamic type

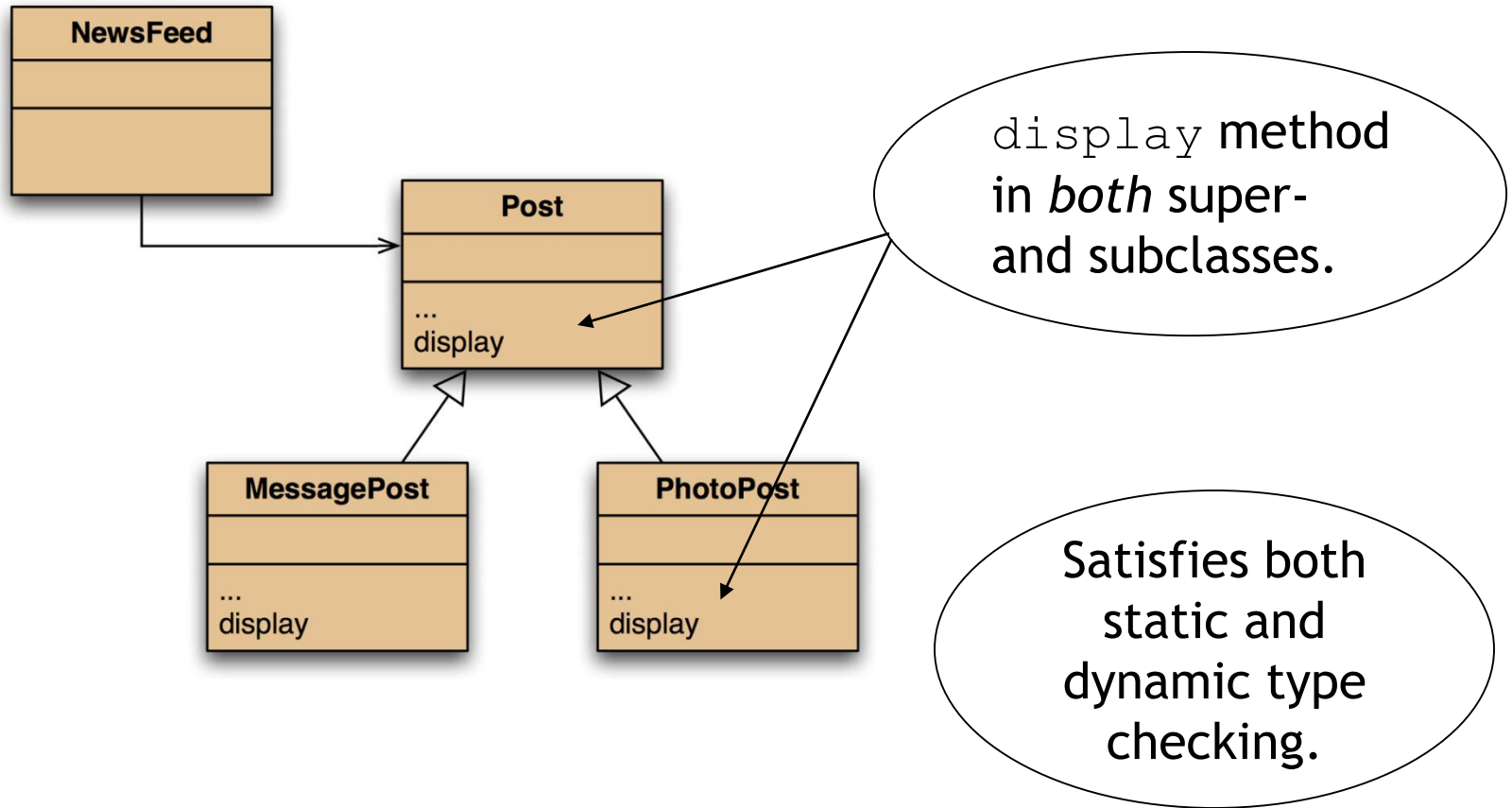
- The declared type of a variable is its *static type*.
- The type of the object a variable refers to is its *dynamic type*.
- The compiler's job is to check for static-type violations.

```
for(Post post : posts) {  
    post.display();    // Compile-time error.  
                       // display is not in  
                       // Post class.  
}
```

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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?

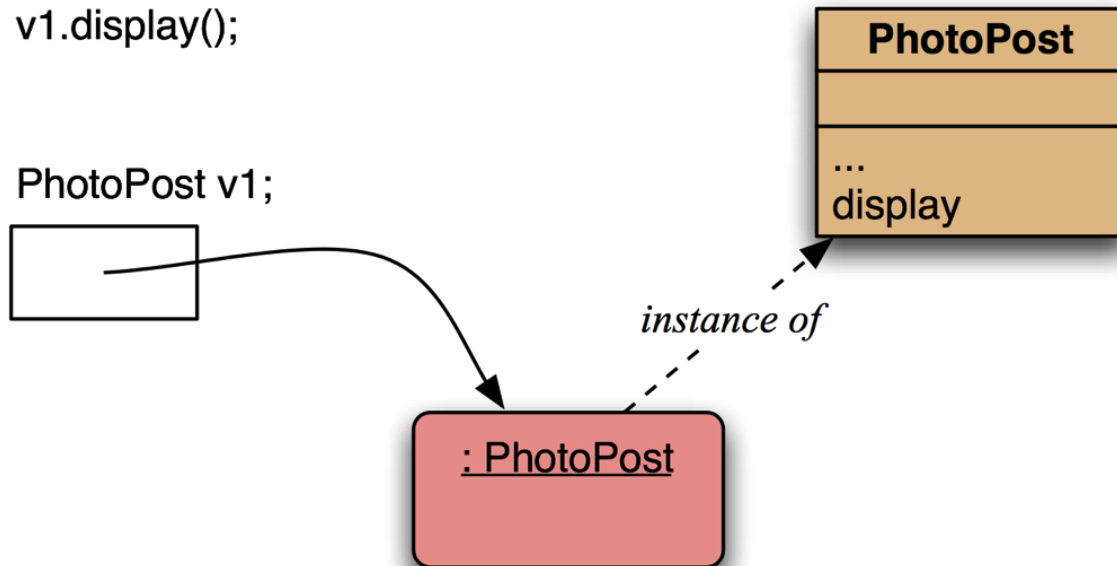
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Distinct static and dynamic types



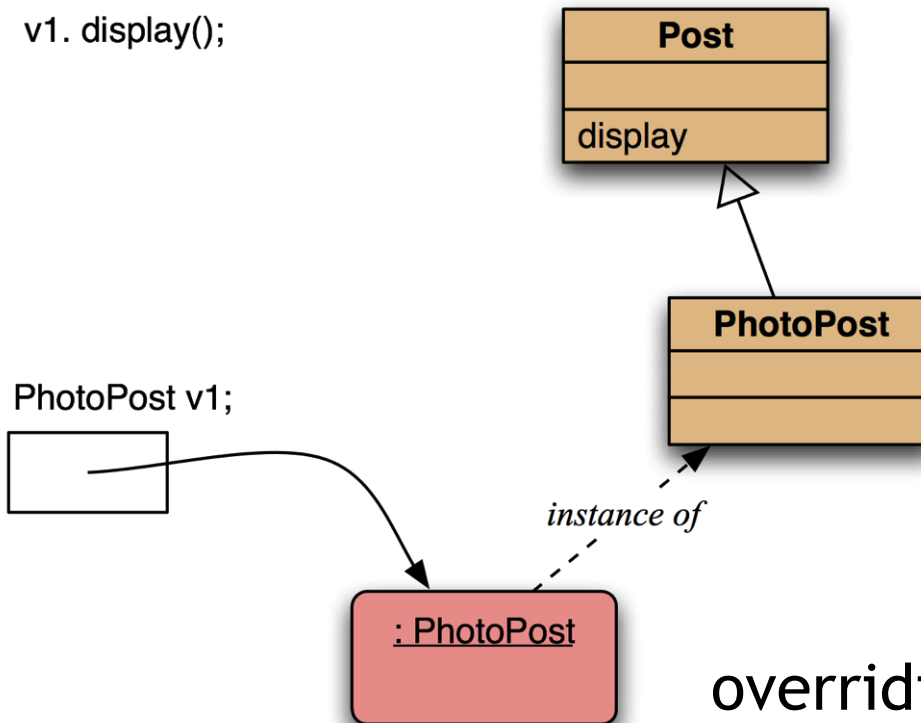
Method lookup



No inheritance or polymorphism.
The obvious method is selected.

Method lookup

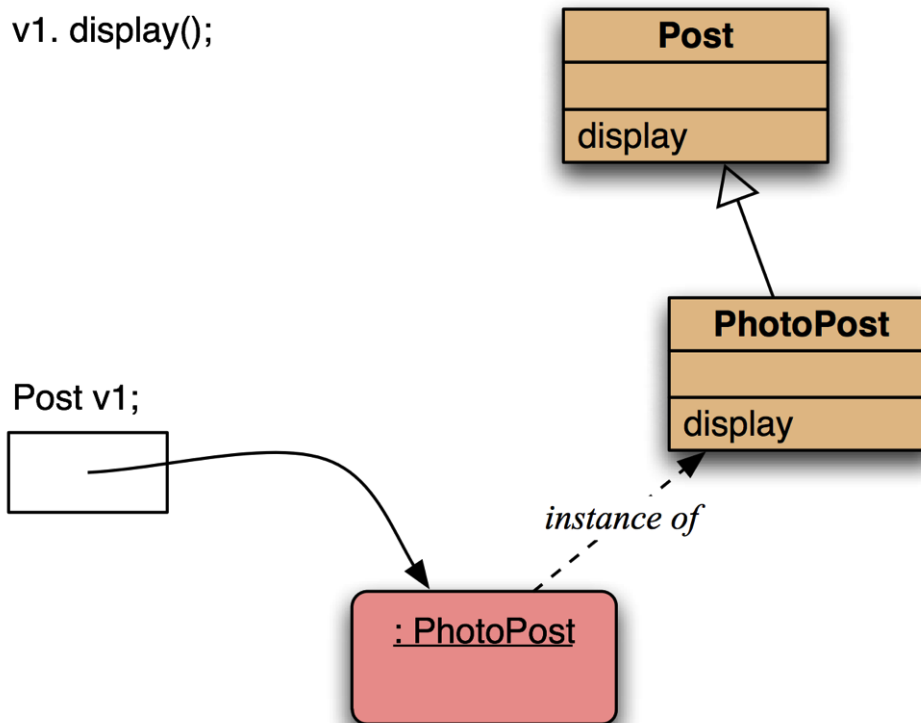
v1.display();



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

Method lookup

v1. display();



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 void display()  
{  
    super.display();  
    System.out.println(" [" +  
                        filename +  
                        "]" );  
    System.out.println(" " + caption);  
}
```

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 `instanceof` operator

- Used to determine the dynamic type.
- Recovers 'lost' type information.
- Usually precedes assignment with a cast to the dynamic type:
- ```
if (post instanceof MessagePost) {
 MessagePost msg =
 (MessagePost) post;
 ... access MessagePost methods via msg ...
}
```



# The Object class's methods

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- 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 in Post

---

```
public String toString()
{
 String text = username + "\n" +
 timeString(timestamp);
 if(likes > 0) {
 text += " - " + likes + " people like this.\n";
 }
 else {
 text += "\n";
 }
 if(comments.isEmpty()) {
 return text + " No comments.\n";
 }
 else {
 return text + " " + comments.size() +
 " comment(s). Click here to view.\n";
 }
}
```

# Overriding toString

---

- Explicit print methods can often be omitted from a class:

```
System.out.println(post.toString());
```

- Calls to **println** with just an object automatically result in **toString** being called:

```
System.out.println(post);
```

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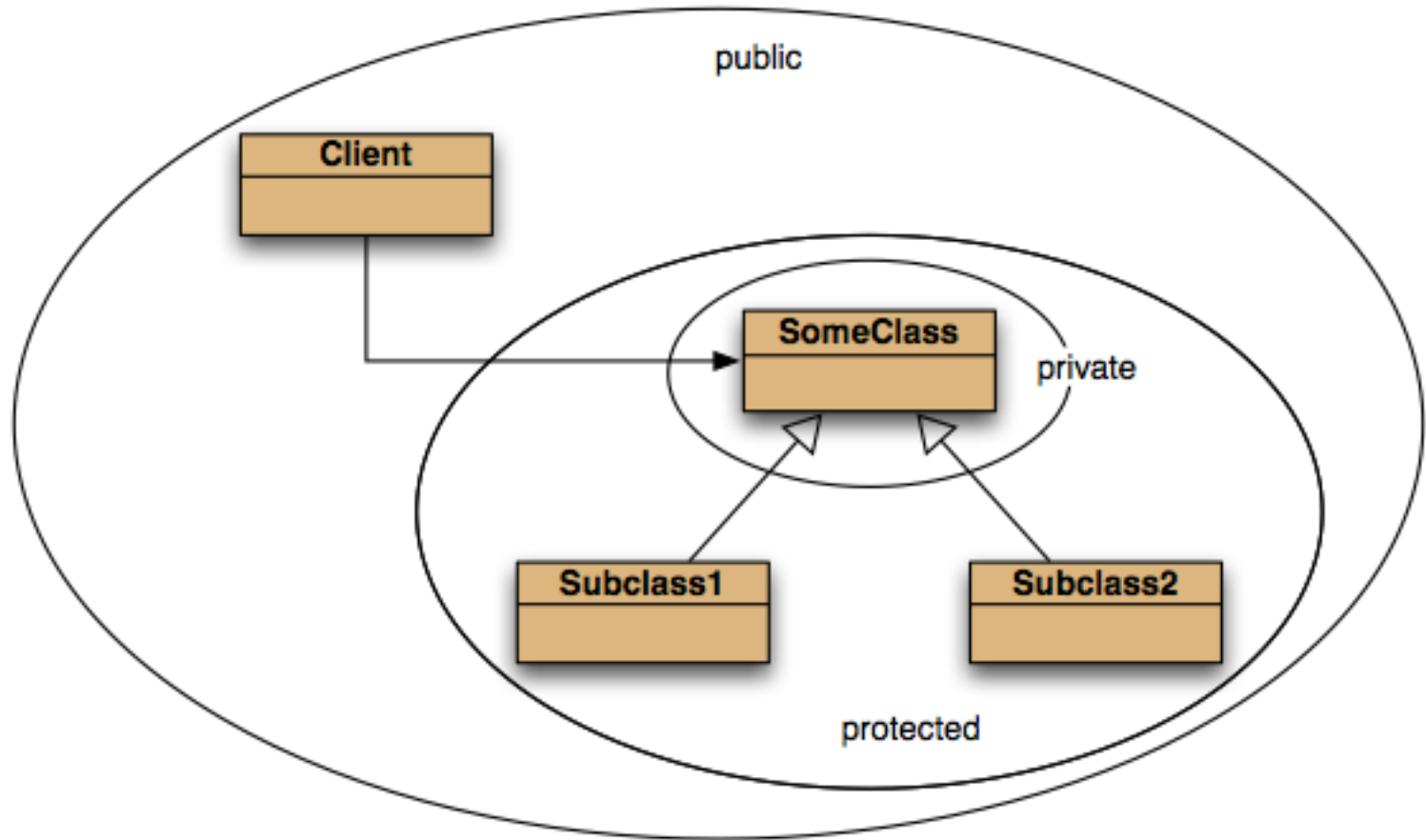
# Protected access

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- 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

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# Review

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- 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.

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**Any  
Questions?**







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