

1.00 Lecture 13

Inheritance

Reading for next time: Big Java: sections 11.5-11.6

Inheritance

- **Inheritance allows you to write new classes based on existing (super) classes**
 - Inherit super class methods and data
 - Add new methods and data
- **This allows substantial reuse of Java code**
 - When extending software, we often write new code that invokes old code (libraries, etc.)
 - We sometimes need to have old code invoke new code (even code that wasn't imagined when the old code was written), without changing (or even having) the old code!
 - E.g. A drawing program must manage a new shape
 - Inheritance allows us to do this!

Access for inheritance

- **Class may contain members (methods or data) of type:**
 - **Private:**
 - Access only by class's methods
 - **Protected (rarely used in Java; it's pretty unsafe)**
 - Access by:
 - Class's methods
 - Methods of inherited classes, called subclasses
 - Classes in same package [this is a problem in my view]
 - **Package:**
 - Access by methods of classes in same package
 - **Public:**
 - Access to all classes everywhere

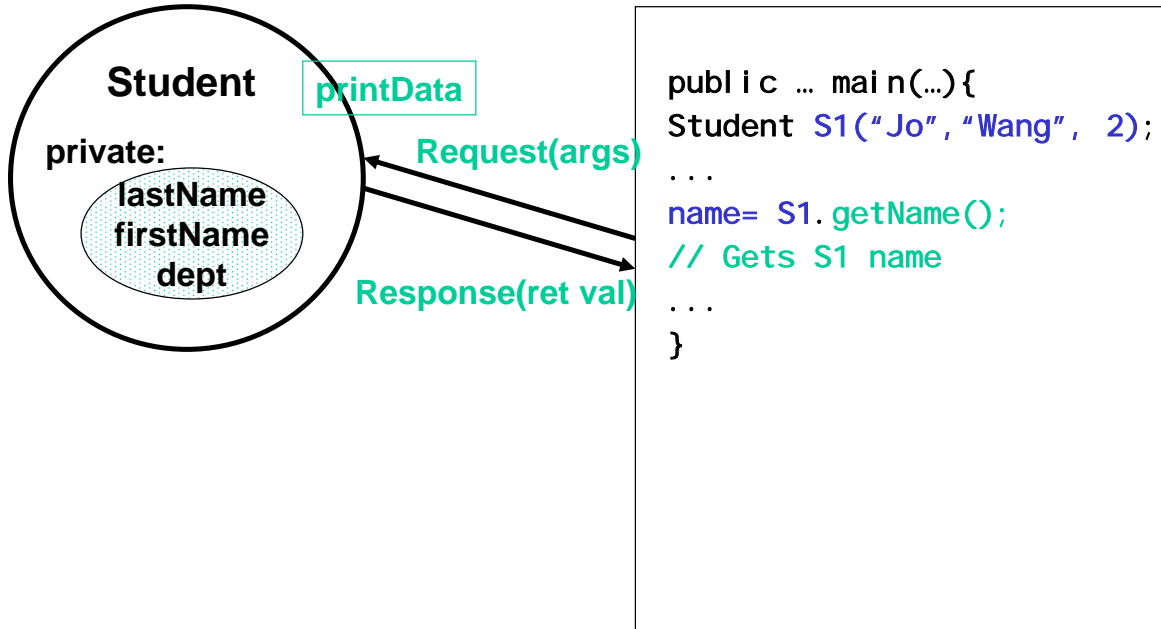
A Programming Project

- **Department has system with Student class**
 - Has extensive data (name, ID, courses, year, ...) for all students that you need to use/display
 - Dept wants to manage research projects better
 - Undergrads and grads have very different roles
 - Positions, credit/grading, pay, ...
 - You want to reuse the Student class but need to add very different data and methods by grad/undergrad
 - Suppose Student was written 5 years ago by someone else without any knowledge that it might be used to manage research projects

Classes and Objects

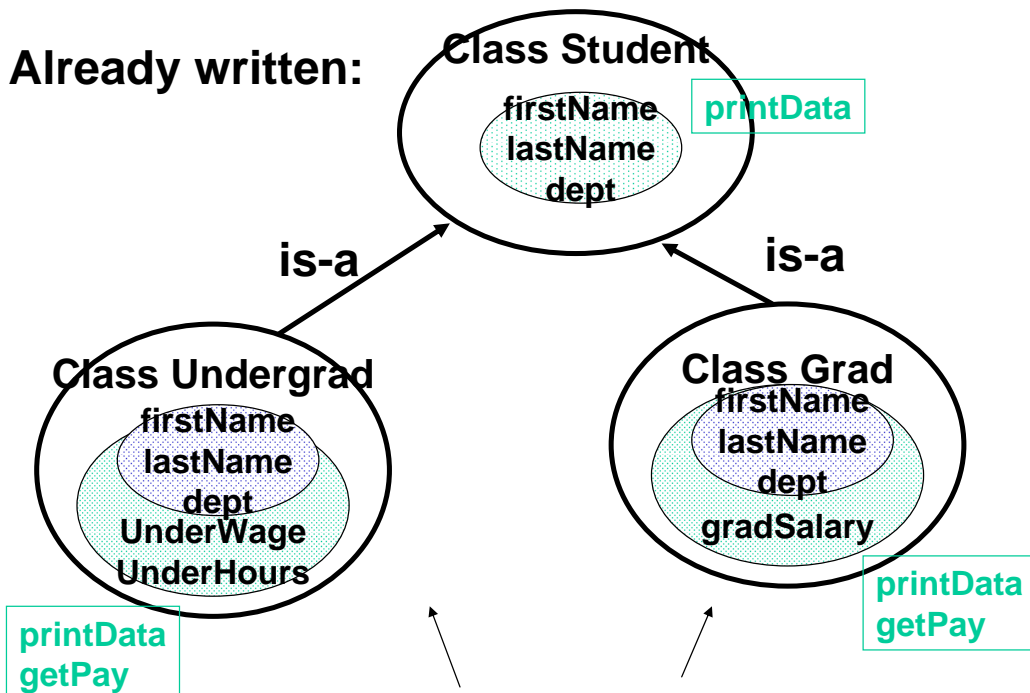
Encapsulation Message passing

“Main event loop”



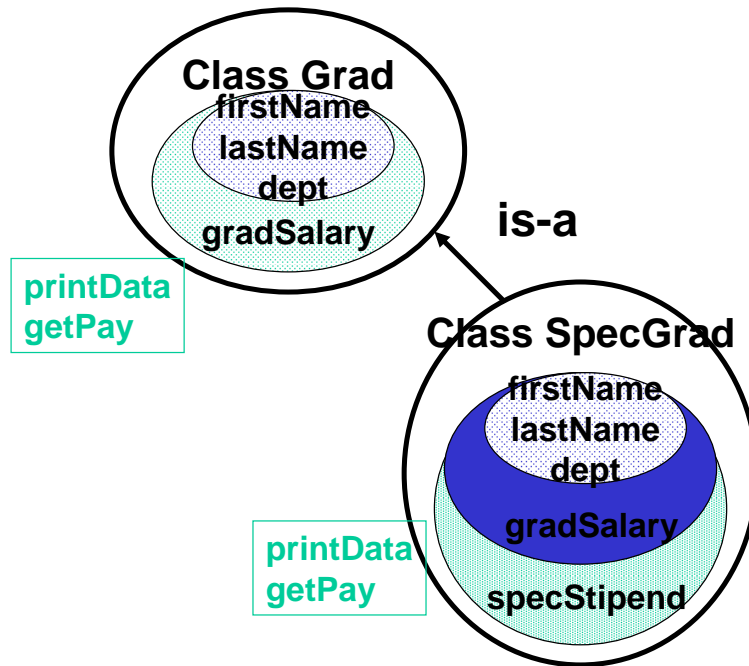
Inheritance

Already written:



You next write:

Inheritance, p.2



Exercise: Student class

- **Write a Student class as a base class:**
 - Two private variables: first name, last name
 - Constructor with two arguments
 - Void method `printData()` to print the first + last name:

Exercise: Undergrad class

- **Write an Undergrad class as a derived class:**
 - **Class declaration** extends Student
 - **Add private variables** underWage and underHours
 - **Constructor: *How many arguments does it have?***
 - Invokes superclass constructor: super(arguments)
 - Sets the two new private variables
 - **Method getPay() returns** double underWage * underHours
 - **Method printData() prints name and pay (void)**
 - Use superclass printData() method to print name:
super.printData();

Exercise: Grad class

- **Write a Grad class as a derived class:**
 - **Class declaration** 'extends Student'
 - **Add private variable** gradSalary
 - **Constructor: *How many arguments does it have?***
 - Invokes superclass constructor: super(arguments)
 - Sets the new private variable
 - **Method getPay() returns** double gradSalary
 - **Method printData() prints name and pay (void)**
 - Use superclass printData() method to print name

Exercise: Special Grad class

- **Write a Special Grad class as a derived class of Grad:**
 - **Class declaration** 'extends _____'
 - **Add private variable** `specStipend`
 - **Constructor: *How many arguments does it have?***
 - **Invokes superclass constructor:** `super(arguments)`
 - **Sets the new private variable**
 - **Method `getPay()` returns** `double specStipend`
 - **Method `printData()` prints name and pay (void)**
 - **Use superclass `printData()` method to print name**

Exercise: main()

- **Download class `StudentTest`**
 - **It has only a `main()` method, which:**
 - **Creates Undergrad Ferd at \$12/hr for 8 hrs**
 - **Prints Ferd's data**
 - **Creates Grad Ann at \$1500/month**
 - **Prints Ann's data**
 - **Creates Special Grad Mary at \$2000/term**
 - **Prints Mary's data**
 - **Creates an array of 3 Students**
 - **Sets array elements to Ferd, Ann, Mary**
 - **Loops through the array and uses `PrintData()` on each Student object in the array to show their data.**
 - **What happens in the loop? Did you expect it?**

Solution: Main method

```
public class StudentTest {
    public static void main(String[] args) {
        Undergrad Ferd= new Undergrad("Ferd", "Smith", 12.00, 8.0);
        Ferd.printData();
        Grad Ann= new Grad("Ann", "Brown", 1500.00);
        Ann.printData();
        SpecGrad Mary= new SpecGrad("Mary", "Barrett", 2000.00);
        Mary.printData();
        System.out.println();

        // Polymorphism, or late binding
        Student[] team= new Student[3];
        team[0]= Ferd;
        team[1]= Ann;
        team[2]= Mary;
        for (int i=0; i < 3; i++)
            team[i].printData();
        }
}
```

Java knows the object type and chooses the appropriate method at run time

Output from main method

```
Ferd Smith
Weekly pay: $96.0
Ann Brown
Monthly salary: $1500.0
Mary Barrett
Monthly salary: $0.0
Semester stipend: $2000.0
```

Note that we could not write:

```
team[i].getPay();
```

because `getPay()` is not a method of the superclass `Student`. In contrast, `printData()` is a method of `Student`, so Java can find the appropriate version.

We'd have similar problems with a method like `isUR0P` that would only be defined for undergrads and not in `Student`

Optional exercise

- **In class Grad:**
 - **Change printData() to use getPay() instead of explicitly printing gradSalary**
 - **Save/compile and run StudentTest**
 - **What happens?**

 - **Why?**