Chapter 9

Lecture 19: Inheritance, Polymorphism;

reading: 9.2

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The software crisis

- **software engineering**: The practice of developing, designing, documenting, testing large computer programs.

- Large-scale projects face many issues:
  - programmers working together
  - getting code finished on time
  - avoiding redundant code
  - finding and fixing bugs
  - maintaining, reusing existing code

- **code reuse**: The practice of writing program code once and using it in many contexts.

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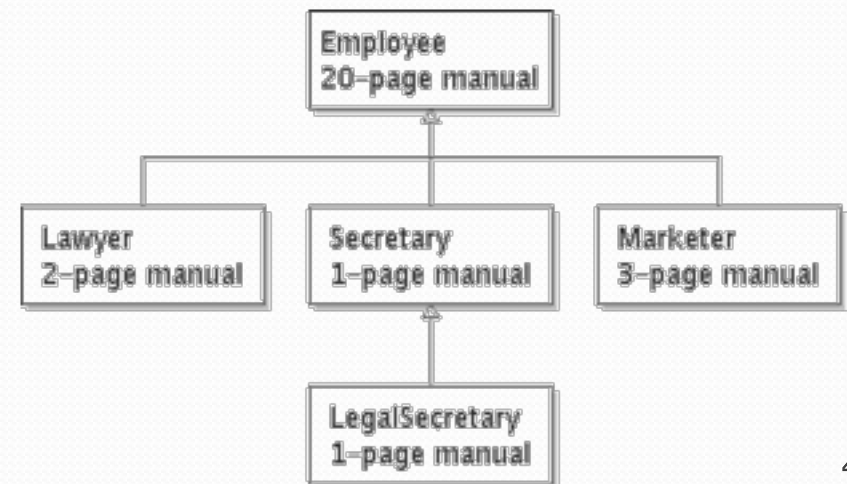
Law firm employee analogy

- common rules: hours, vacation, benefits, regulations ...
  - all employees attend a common orientation to learn general company rules
  - each employee receives a 20-page manual of common rules

- each subdivision also has specific rules:
  - employee receives a smaller (1-3 page) manual of these rules
  - smaller manual adds some new rules and also changes some rules from the large manual



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Separating behavior

- Why not just have a 22 page Lawyer manual, a 21-page Secretary manual, a 23-page Marketer manual, etc.?

- Some advantages of the separate manuals:
  - maintenance: Only one update if a common rule changes.
  - locality: Quick discovery of all rules specific to lawyers.

- Some key ideas from this example:
  - General rules are useful (the 20-page manual).
  - Specific rules that may override general ones are also useful.

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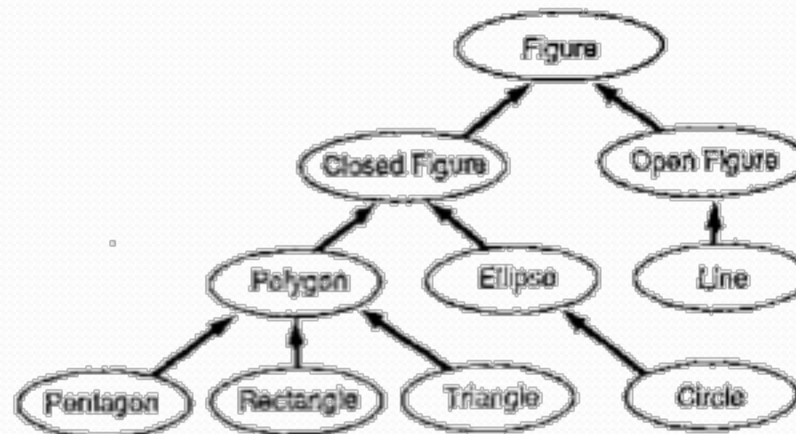
Is-a relationships, hierarchies

- **is-a relationship**: A hierarchical connection where one category can be treated as a specialized version of another.
  - every marketer *is an* employee
  - every legal secretary *is a* secretary

- **inheritance hierarchy**: A set of classes connected by is-a relationships that can share common code.



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Employee regulations

- Consider the following employee regulations:
  - Employees work 40 hours / week.
  - Employees make $40,000 per year, except legal secretaries who make $5,000 extra per year ($45,000 total), and marketers who make $10,000 extra per year ($50,000 total).
  - Employees have 2 weeks of paid vacation leave per year, except lawyers who get an extra week (a total of 3).
  - Employees should use a yellow form to apply for leave, except for lawyers who use a pink form.

- Each type of employee has some unique behavior:
  - Lawyers know how to sue.
  - Marketers know how to advertise.
  - Secretaries know how to take dictation.
  - Legal secretaries know how to prepare legal documents.

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An `Employee` class

```
// A class to represent employees in general (20-page manual).
public class Employee {
    public int getHours() {
        return 40;              // works 40 hours / week
    }

    public double getSalary() {
        return 40000.0;         // $40,000.00 / year
    }

    public int getVacationDays() {
        return 10;              // 2 weeks' paid vacation
    }

    public String getVacationForm() {
        return "yellow";        // use the yellow form
    }
}
```

- Exercise: Implement class `Secretary`, based on the previous employee regulations. (Secretaries can take dictation.)

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Redundant `Secretary` class

```
// A redundant class to represent secretaries.
public class Secretary {
    public int getHours() {
        return 40;              // works 40 hours / week
    }

    public double getSalary() {
        return 40000.0;         // $40,000.00 / year
    }

    public int getVacationDays() {
        return 10;              // 2 weeks' paid vacation
    }

    public String getVacationForm() {
        return "yellow";        // use the yellow form
    }

    public void takeDictation(String text) {
        System.out.println("Taking dictation of text: " + text);
    }
}
```

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Desire for code-sharing

- `takeDictation` is the only unique behavior in `Secretary`.

- We'd like to be able to say:

```
// A class to represent secretaries.
public class Secretary {
    copy all the contents from the Employee class;

    public void takeDictation(String text) {
        System.out.println("Taking dictation of text: " + text);
    }
}
```

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Inheritance

- **inheritance**: A way to form new classes based on existing classes, taking on their attributes/behavior.
  - a way to group related classes
  - a way to share code between two or more classes

- One class can *extend* another, absorbing its data/behavior.
  - **superclass**: The parent class that is being extended.
  - **subclass**: The child class that extends the superclass and inherits its behavior.
    - Subclass gets a copy of every field and method from superclass

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Inheritance syntax

```
public class name extends superclass {
```

- Example:

```
public class Secretary extends Employee {
    ...
}
```

- By extending `Employee`, each `Secretary` object now:
  - receives a `getHours`, `getSalary`, `getVacationDays`, and `getVacationForm` method automatically
  - can be treated as an `Employee` by client code (seen later)

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Improved `Secretary` code

```
// A class to represent secretaries.
public class Secretary extends Employee {
    public void takeDictation(String text) {
        System.out.println("Taking dictation of text: " + text);
    }
}
```

- Now we only write the parts unique to each type.
  - `Secretary` inherits `getHours`, `getSalary`, `getVacationDays`, and `getVacationForm` methods from `Employee`.
  - `Secretary` adds the `takeDictation` method.

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Implementing `Lawyer`

- Consider the following lawyer regulations:
  - Lawyers who get an extra week of paid vacation (a total of 3).
  - Lawyers use a pink form when applying for vacation leave.
  - Lawyers have some unique behavior: they know how to sue.

- Problem: We want lawyers to inherit *most* behavior from employee, but we want to replace parts with new behavior.

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Overriding methods

- **override**: To write a new version of a method in a subclass that replaces the superclass's version.
  - No special syntax required to override a superclass method. Just write a new version of it in the subclass.

```
public class Lawyer extends Employee {
    // overrides getVacationForm method in Employee class
    public String getVacationForm() {
        return "pink";
    }
    ...
}
```

  - Exercise: Complete the `Lawyer` class.
    - (3 weeks vacation, pink vacation form, can sue)

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Lawyer class

```
// A class to represent lawyers.
public class Lawyer extends Employee {
    // overrides getVacationForm from Employee class
    public String getVacationForm() {
        return "pink";
    }

    // overrides getVacationDays from Employee class
    public int getVacationDays() {
        return 15;              // 3 weeks vacation
    }

    public void sue() {
        System.out.println("I'll see you in court!");
    }
}
```

- Exercise: Complete the `Marketer` class. Marketers make $10,000 extra ($50,000 total) and know how to advertise.

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Marketer class

```
// A class to represent marketers.
public class Marketer extends Employee {
    public void advertise() {
        System.out.println("Act now while supplies last!");
    }

    public double getSalary() {
        return 50000.0;      // $50,000.00 / year
    }
}
```

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Levels of inheritance

- Multiple levels of inheritance in a hierarchy are allowed.
  - Example: A legal secretary is the same as a regular secretary but makes more money ($45,000) and can file legal briefs.

```
public class LegalSecretary extends Secretary {
    ...
}
```

  - Exercise: Complete the `LegalSecretary` class.

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LegalSecretary class

```
// A class to represent legal secretaries.
public class LegalSecretary extends Secretary {
    public void fileLegalBriefs() {
        System.out.println("I could file all day!");
    }

    public double getSalary() {
        return 45000.0;      // $45,000.00 / year
    }
}
```

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Interacting with the Superclass (`super`)

reading: 9.2

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Changes to common behavior

- Imagine a company-wide change affecting all employees.

  Example: Everyone is given a $10,000 raise due to inflation.
  - The base employee salary is now $50,000.
  - Legal secretaries now make $55,000.
  - Marketers now make $60,000.

- We must modify our code to reflect this policy change.

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Modifying the superclass

```
// A class to represent employees in general (20-page manual).
public class Employee {
    public int getHours() {
        return 40;              // works 40 hours / week
    }

    public double getSalary() {
        return 50000.0;         // $50,000.00 / year
    }

    ...
}
```

- Are we finished?

- The `Employee` subclasses are still incorrect.
  - They have overridden `getSalary` to return other values.

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An unsatisfactory solution

```
public class LegalSecretary extends Secretary {
    public double getSalary() {
        return 55000.0;
    }
    ...
}

public class Marketer extends Employee {
    public double getSalary() {
        return 60000.0;
    }
    ...
}
```

- Problem: The subclasses' salaries are based on the Employee salary, but the `getSalary` code does not reflect this.

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Calling overridden methods

- Subclasses can call overridden methods with `super`

  `super.`**method**`(`**parameters**`)`

  - Example:

```
public class LegalSecretary extends Secretary {
    public double getSalary() {
        double baseSalary = super.getSalary();
        return baseSalary + 5000.0;
    }
    ...
}
```

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Inheritance and constructors

- Imagine that we want to give employees more vacation days the longer they've been with the company.
  - For each year worked, we'll award 2 additional vacation days.
  - When an Employee object is constructed, we'll pass in the number of years the person has been with the company.
  - This will require us to modify our `Employee` class and add some new state and behavior.
  - Exercise: Make necessary modifications to the `Employee` class.

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Modified Employee class

```
public class Employee {
    private int years;

    public Employee(int initialYears) {
        years = initialYears;
    }

    public int getHours() {
        return 40;
    }

    public double getSalary() {
        return 50000.0;
    }

    public int getVacationDays() {
        return 10 + 2 * years;
    }

    public String getVacationForm() {
        return "yellow";
    }
}
```

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Problem with constructors

- Now that we've added the constructor to the `Employee` class, our subclasses do not compile. The error:

```
Lawyer.java:2: cannot find symbol
symbol  : constructor Employee()
location: class Employee
public class Lawyer extends Employee {
       ^
```

  - The short explanation: Once we write a constructor (that requires parameters) in the superclass, we must now write constructors for our employee subclasses as well.
  - The long explanation: (next slide)

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The detailed explanation

- Constructors are not inherited.
  - Subclasses don't inherit the `Employee(int)` constructor.
  - Subclasses receive a default constructor that contains:

```
public Lawyer() {
    super();            // calls Employee() constructor
}
```

- But our `Employee(int)` replaces the default `Employee()`.
  - The subclasses' default constructors are now trying to call a non-existent default `Employee` constructor.

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Calling superclass constructor

`super(`**`parameters`**`);`

- Example:

```
public class Lawyer extends Employee {
    public Lawyer(int years) {
        super(years);  // calls Employee constructor
    }
    ...
}
```

- The `super` call must be the first statement in the constructor.

- Exercise: Make a similar modification to the `Marketer` class.

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Modified `Marketer` class

```
// A class to represent marketers.
public class Marketer extends Employee {
    public Marketer(int years) {
        super(years);
    }

    public void advertise() {
        System.out.println("Act now while supplies last!");
    }

    public double getSalary() {
        return super.getSalary() + 10000.0;
    }
}
```

- Exercise: Modify the `Secretary` subclass.
  - Secretaries' years of employment are not tracked.
  - They do not earn extra vacation for years worked.

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Modified `Secretary` class

```
// A class to represent secretaries.
public class Secretary extends Employee {
    public Secretary() {
        super(0);
    }

    public void takeDictation(String text) {
        System.out.println("Taking dictation of text: " + text);
    }
}
```

- Since `Secretary` doesn't require any parameters to its constructor, `LegalSecretary` compiles without a constructor.
  - Its default constructor calls the `Secretary()` constructor.

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Inheritance and fields

- Try to give lawyers $5000 for each year at the company:

```
public class Lawyer extends Employee {
    ...
    public double getSalary() {
        return super.getSalary() + 5000 * years;
    }
    ...
}
```

- Does not work; the error is the following:

```
Lawyer.java:7: years has private access in Employee
        return super.getSalary() + 5000 * years;
                                          ^
```

- Private fields cannot be directly accessed from subclasses.
  - One reason: So that subclassing can't break encapsulation.
  - How can we get around this limitation?

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Improved `Employee` code

Add an accessor for any field needed by the subclass.

```
public class Employee {
    private int years;

    public Employee(int initialYears) {
        years = initialYears;
    }

    public int getYears() {
        return years;
    }
    ...
}

public class Lawyer extends Employee {
    public Lawyer(int years) {
        super(years);
    }

    public double getSalary() {
        return super.getSalary() + 5000 * getYears();
    }
    ...
}
```

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Revisiting `Secretary`

- The `Secretary` class currently has a poor solution.
  - We set all Secretaries to 0 years because they do not get a vacation bonus for their service.
  - If we call `getYears` on a `Secretary` object, we'll always get 0.
  - This isn't a good solution; what if we wanted to give some other reward to *all* employees based on years of service?

- Redesign our `Employee` class to allow for a better solution.

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Improved `Employee` code

- Let's separate the standard 10 vacation days from those that are awarded based on seniority.

```
public class Employee {
    private int years;

    public Employee(int initialYears) {
        years = initialYears;
    }

    public int getVacationDays() {
        return 10 + getSeniorityBonus();
    }

    // vacation days given for each year in the company
    public int getSeniorityBonus() {
        return 2 * years;
    }
    ...
}
```

- How does this help us improve the `Secretary`?

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Improved `Secretary` code

- `Secretary` can selectively override `getSeniorityBonus`; when `getVacationDays` runs, it will use the new version.
  - Choosing a method at runtime is called *dynamic binding*.

```
public class Secretary extends Employee {
    public Secretary(int years) {
        super(years);
    }

    // Secretaries don't get a bonus for their years of service.
    public int getSeniorityBonus() {
        return 0;
    }

    public void takeDictation(String text) {
        System.out.println("Taking dictation of text: " + text);
    }
}
```

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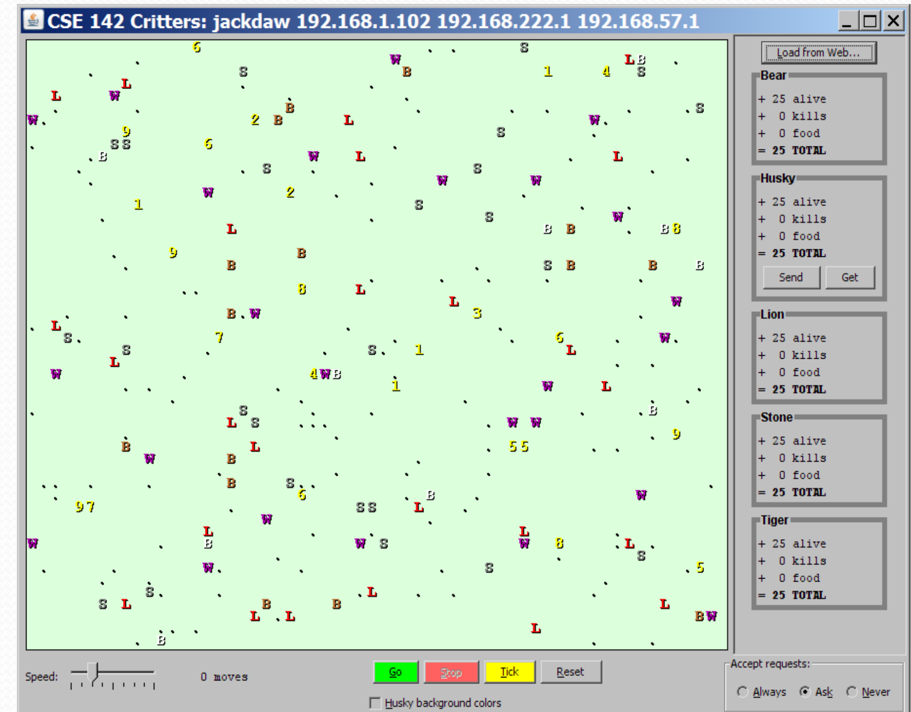
CSE 142 Critters

- `Ant`
- `Bird`
- `Hippo`
- `Vulture`
- `Husky` (creative)



- behavior:
  - `eat` eating food
  - `fight` animal fighting
  - `getColor` color to display
  - `getMove` movement
  - `toString` letter to display

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A `Critter` subclass

```
public class name extends Critter { ... }

public abstract class Critter {
    public boolean eat()
    public Attack fight(String opponent)
           // ROAR, POUNCE, SCRATCH
    public Color getColor()
    public Direction getMove()
           // NORTH, SOUTH, EAST, WEST, CENTER
    public String toString()
}
```

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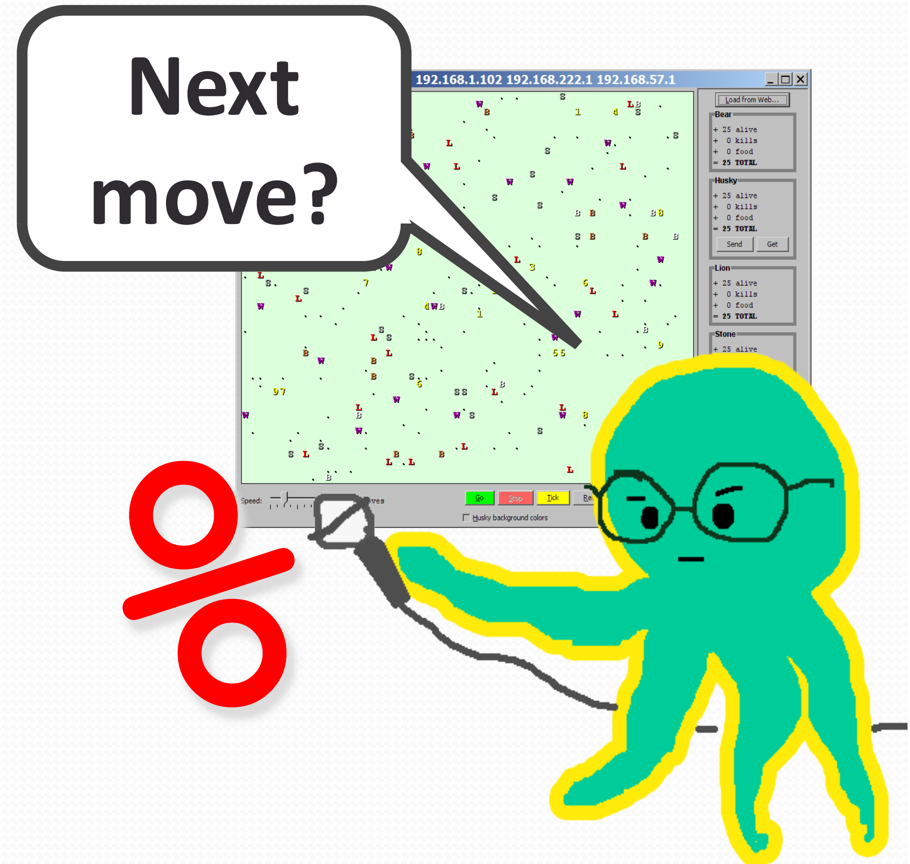
How the simulator works

- "Go" → loop:
  - move each animal (`getMove`)
  - if they collide, `fight`
  - if they find food, `eat`



- Simulator is in control!
  - `getMove` is <u>one move</u> at a time
    - (*no loops*)
  - Keep <u>state</u> (fields)
    - to remember future moves

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Development Strategy

- Do one species at a time
  - in ABC order from easier to harder (Ant → Bird → ...)
  - debug `println`s

- Simulator helps you debug
  - smaller width/height
  - fewer animals
  - **"Tick"** instead of "Go"
  - **"Debug"** checkbox
  - drag/drop to move animals

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Critter exercise: Cougar

- Write a critter class Cougar:

Method	Behavior
constructor	public Cougar()
eat	Always eats.
fight	Always pounces.
getColor	Blue if the Cougar has never fought; red if he has.
getMove	Walks west until he finds food; then walks east until he finds food; then goes west and repeats.
toString	"C"

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Ideas for state

- You must not only have the right state, but update that state properly when relevant actions occur.

- Counting is helpful:
  - How many total moves has this animal made?
  - How many times has it eaten? Fought?

- Remembering recent actions in fields is helpful:
  - Which direction did the animal move last?
    - How many times has it moved that way?
  - Did the animal eat the last time it was asked?
  - How many steps has the animal taken since last eating?
  - How many fights has the animal been in since last eating?

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Cougar solution

```
import java.awt.*;  // for Color

public class Cougar extends Critter {
    private boolean west;
    private boolean fought;

    public Cougar() {
        west = true;
        fought = false;
    }

    public boolean eat() {
        west = !west;
        return true;
    }

    public Attack fight(String opponent) {
        fought = true;
        return Attack.POUNCE;
    }

    ...
```

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`Cougar` solution

```
    ...

    public Color getColor() {
        if (fought) {
            return Color.RED;
        } else {
            return Color.BLUE;
        }
    }

    public Direction getMove() {
        if (west) {
            return Direction.WEST;
        } else {
            return Direction.EAST;
        }
    }

    public String toString() {
        return "C";
    }
}
```

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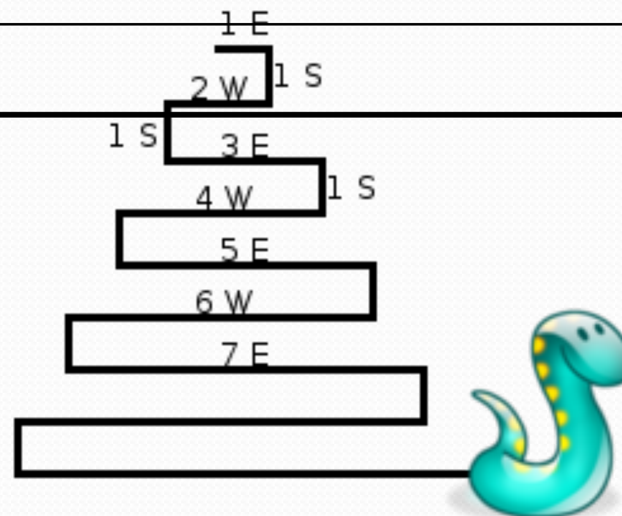
Critter exercise: `Snake`

Method	Behavior
constructor	`public Snake()`
`eat`	Never eats
`fight`	always forfeits
`getColor`	black
`getMove`	1 E, 1 S; **2** W, 1 S; **3** E, 1 S; **4** W, 1 S; **5** E, ...
`toString`	`"S"`



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Determining necessary fields

- Information required to decide what move to make?
  - Direction to go in
  - Length of current cycle
  - Number of moves made in current cycle

- Remembering things you've done in the past:
  - an `int` counter?
  - a `boolean` flag?

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Snake solution

```
import java.awt.*;      // for Color

public class Snake extends Critter {
    private int length;    // # steps in current horizontal cycle
    private int step;      // # of cycle's steps already taken

    public Snake() {
        length = 1;
        step = 0;
    }

    public Direction getMove() {
        step++;
        if (step > length) {    // cycle was just completed
            length++;
            step = 0;
            return Direction.SOUTH;
        } else if (length % 2 == 1) {
            return Direction.EAST;
        } else {
            return Direction.WEST;
        }
    }

    public String toString() {
        return "S";
    }
}
```

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