BEFORE WE START

Talk to your neighbors:

What is your most-used emoji?

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LEC 13

CSE 122

Interfaces

Questions during Class?

Raise hand or send here

sli.do #cse122



Lecture Outline

- Announcements
- Interfaces Review
- More Shapes!
- Comparable

Announcements

- P3 will be released today
 - Due Sunday, August 13 at 11:59pm
 - JUnit will be covered on Wednesday
- Quiz 2 on Monday, August 7
 - Interfaces section will be released early for extra practice
- Reminder that the final exam is scheduled for

Wednesday + Friday (Aug 16 + Aug 18) at

10:50 - 11:50 am

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(PCM) Interfaces

Interfaces serve as a sort of "contract" – in order for a class to implement an interface, it must fulfill the contract.

The contract's requirements are certain methods that the class must implement.

note: interfaces say nothing about a class' state

(PCM) List Interface

List is an interface – defines the *behaviors* which make something a List, inc:

add, clear, contains, get, is Empty, size

Any class with these behaviors can implement List

List documentation enumerates the full list of methods required to be a List: https://docs.oracle.com/javase/8/docs/api/java/util/List.html

(PCM) Interfaces vs. Implementation

Interfaces require certain methods, but they do not say anything about how those methods should be implemented – that's up to the class!

List is an interface

ArrayList is a class that implements the List interface LinkedList is a class that implements the List interface

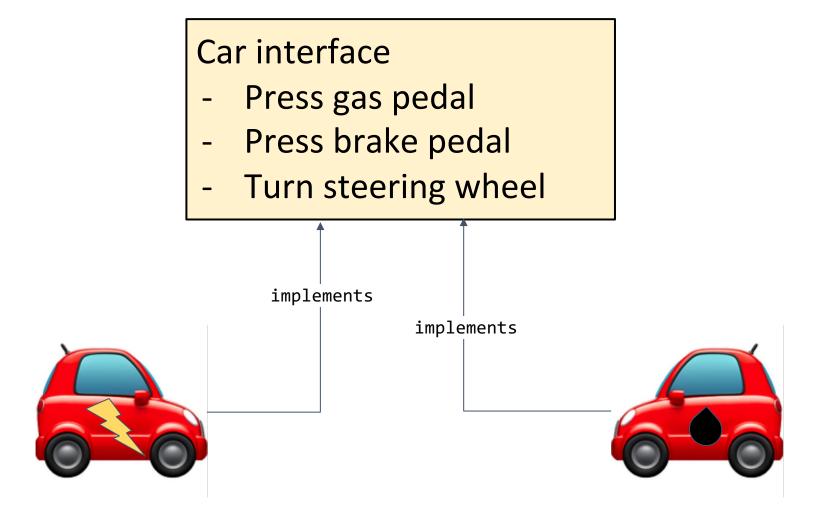
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(PCM) Why interfaces?

Abstraction

Interfaces support *abstraction* (the separation of ideas from details)

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LEC 14: Interfaces

(PCM) Why interfaces?

Flexibility

public static void driveToWork(Car c) {...}

This method does not need to change if we update our implementation of Car

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Classes can Implement Multiple Interfaces

A class can implement multiple interfaces – it's like one person signing multiple contracts!

If a class implements an interface A and an interface B, it'll just have to include all of A's required methods along with all of B's required methods

Classes can Implement Multiple Interfaces

```
public interface Company {
   public String getName();
   public String getMissionStatement();
public class Square implements Shape, Company {
But Square would have to implement:

    getPerimeter, getArea from Shape

       AND

    getName, getMissionStatement from Company
```

An interface can extend another

You can have one interface extend another

So if public interface A extends B, then to implement A a class needs to have all methods from A and B.

In the above example, A is more specific than B

An interface can extend another

We can write another interface Polygon that extends Shape

- Square is a Polygon (and Shape)
- -Triangle is a Polygon (and Shape)
- -Circle is a Shape (but not a Polygon)



Practice: Think



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```
public interface A {
   public void a();
                                 public class One implements A {
public interface B extends A {
   public void b();
                                 public class Two implements B, D {
public interface C {
   public void c();
                                 public class Three implements B, C {
public interface D extends A {
   public void d();
   public void e();
```

```
A) B foo = new Two();
   foo.b();
B) D bar = new Two();
   bar.a();
C) D baz = new Three();
   baz.a();
  A waldo = new Three();
   waldo.b();
```

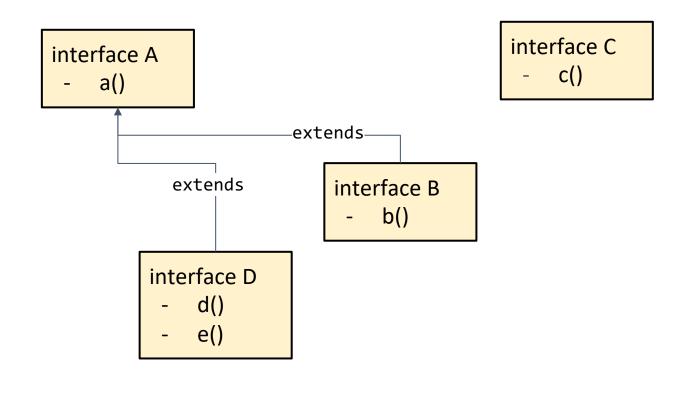


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```
public interface A {
   public void a();
                                 public class One implements A {
public interface B extends A {
   public void b();
                                 public class Two implements B, D {
public interface C {
   public void c();
                                 public class Three implements B, C {
public interface D extends A {
   public void d();
   public void e();
```

```
A) B foo = new Two();
   foo.b();
B) D bar = new Two();
   bar.a();
C) D baz = new Three();
   baz.a();
  A waldo = new Three();
   waldo.b();
```

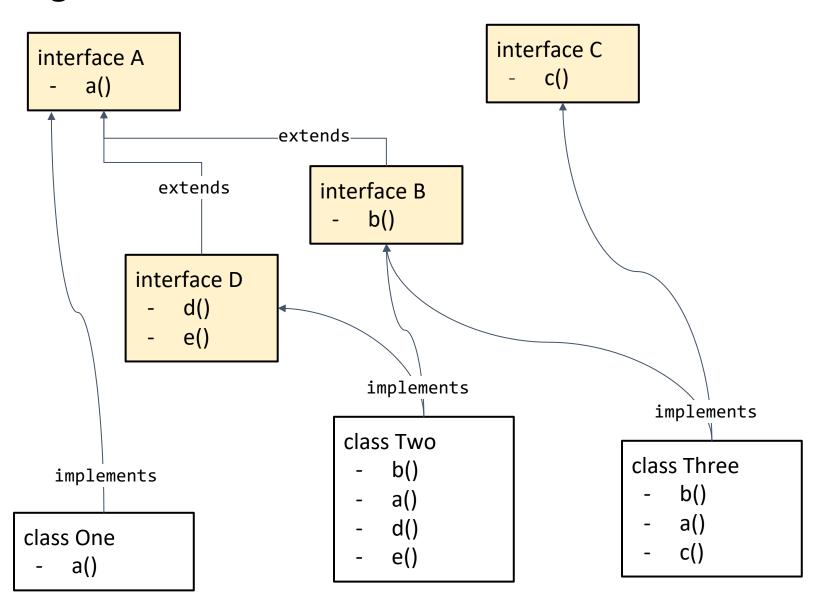
```
public interface A {
   public void a();
public interface B extends A {
   public void b();
public interface C {
   public void c();
public interface D extends A {
   public void d();
   public void e();
```



```
public class One implements A {
    ...
}

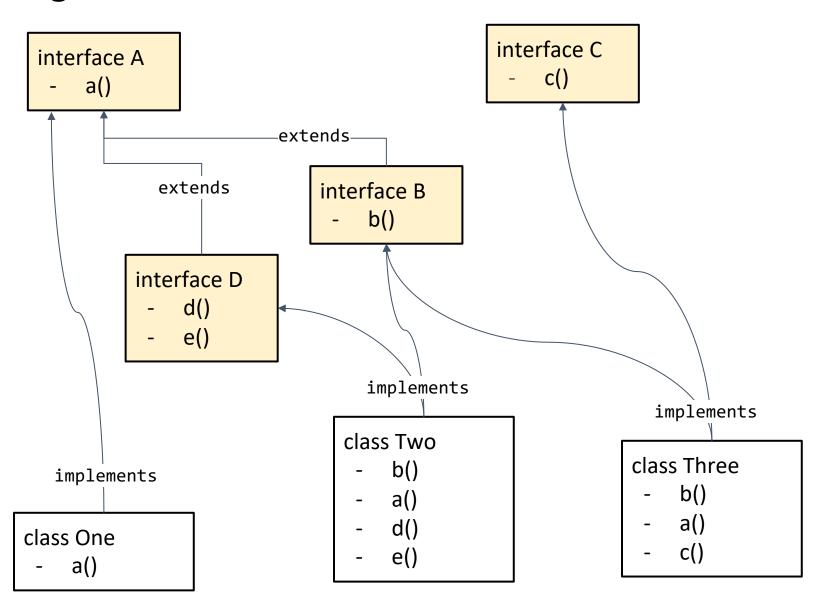
public class Two implements B, D {
    ...
}

public class Three implements B, C {
    ...
}
```



```
A) B foo = new Two();
  foo.b();
```

- B) D bar = new Two();
 bar.a();
- C) D baz = new Three();
 baz.a();
- D) A waldo = new Three();
 waldo.b();







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What will each of the following lines of code output? (or DNC)

```
public interface A {
                             public class One implements A {
    public void a();
                                 public void a() {
                                     System.out.println("hi");
public interface B {
    public void b();
                             public class Two implements B {
                                 public void a() {
                                     System.out.println("howdy");
                                 public void b() {
                                     System.out.println("bye");
                             public class Three implements A, B {
                                 public void a() {
                                     System.out.println("hey");
                                 public void b() {
                                     System.out.println("cya");
```

```
A a = new One();
B b = new Two();
A a2 = new Three();
B b2 = new Three();

a.a();
b.b();
a2.a();
a2.b();
b2.a();
b2.b();
```

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Recall the Song / Artist Example

Course stored a field

```
private List<Song> songs;
```

We also had a suggestion to use a Set to store the songs...

Seems like a great idea (no duplicates, not worried about keeping a specific order or indexing into it) but ...

- HashSet won't work because of the hashCode() business I mentioned on Wed
- TreeSet won't work because what does it mean to "sort" Song

Comparable

TreeSet uses an *interface* called Comparable < E > to know how to sort its elements

Only has one required method:

```
public int compareTo(E other)
```

Its return value is:

- < 0 if this is "less than" other
 - 0 if this is equal to other
- > 0 if this is "greater than" other

Comparable documentation:

https://docs.oracle.com/javase/8/docs/api/java/lang/Comparable.html