

LEC 14

CSE 122

Interfaces

BEFORE WE START

Chat with neighbors:

*What is your favorite
fast food chain?*

Music: [122 25au Lecture Tunes](#)

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Questions during Class?

Raise hand or send here

sli.do #cse122b



Lecture Outline

- **Announcements** 
- Interface Review
- More Shapes!
- Comparable

Announcements

- Creative Project 2 (C2) due Thursday, November 13th
- Resubmission Cycle 5 (R5) out Thursday, November 13th
 - Eligible: **P1**, P2
- Programming Assignment 3 (P3) out Friday!
 - Due November 20th by 11:59 PM
- Quiz 2 Thursday, November 20th
 - Practice Quiz coming out before then!
- Reminder on Final Exam: **Monday, December 8th 12:30 PM - 2:20 PM**

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Recall: Abstraction

```
J Scanner.class X
1  /*
2   * Copyright (c) 2003, 2022, Oracle and/or its affiliates. All rights reserved.
3   * DO NOT ALTER OR REMOVE COPYRIGHT NOTICES OR THIS FILE HEADER.
4   *
5   * This code is free software; you can redistribute it and/or modify it
6   * under the terms of the GNU General Public License version 2 only, as
7   * published by the Free Software Foundation. Oracle designates this
8   * particular file as subject to the "Classpath" exception as provided
9   * by Oracle in the LICENSE file that accompanies this code.
10  *
11  * This code is distributed in the hope that it will be useful, but WITHOUT
12  * ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or
13  * FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License
14  * version 2 for more details (a copy is included in the LICENSE file that
15  * accompanied this code).
16  *
17  * You should have received a copy of the GNU General Public License version
18  * 2 along with this work; if not, write to the Free Software Foundation,
19  * Inc., 51 Franklin St, Fifth Floor, Boston, MA 02110-1301 USA.
20  *
21  * Please contact Oracle, 500 Oracle Parkway, Redwood Shores, CA 94065 USA
22  * or visit www.oracle.com if you need additional information or have any
23  * questions.
24  */
25
26 package java.util;
27
28 import java.io.*;
29 import java.math.*;
30 import java.nio.*;
31 import java.nio.channels.*;
32 import java.nio.charset.*;
33 import java.nio.file.Path;
34 import java.nio.file.Files;
35 import java.text.*;
36 import java.text.spi.NumberFormatProvider;
37 import java.util.function.Consumer;
38 import java.util.regex.*;
39 import java.util.stream.Stream;
40 import java.util.stream.StreamSupport;
41 import sun.util.locale.provider.LocaleProviderAdapter;
42 import sun.util.locale.provider.ResourceBundleBasedAdapter;
43
44 /**
45  * A simple text scanner which can parse primitive types and strings using
46  * regular expressions.
47  *
48  * -p>A {@code Scanner} breaks its input into tokens using a
49  * -p>delimiter pattern, which by default matches whitespace. The resulting
50  * -p>tokens may then be converted into values of different types using the
51  * -p>various {@code next} methods.
52  *
53  * -p>For example, this code allows a user to read a number from
54  * -p>the console.
55  * -p>{@snippet :
56  * -p>var con = System.console();
```

VS

A Scanner gets
text input and
turns it into data.

Recall from L6: Wait, ADT? Interfaces?

- **Abstract Data Type (ADT):** A *description of the idea* of a data structure including what operations are available on it and how those operations should behave. For example, the English explanation of what a list should be.
- **Interface:** Java construct that lets programmers *specify what methods a class should have*. For example the List interface in java.
- **Implementation:** *Concrete code* that meets the specified interface. For example, the ArrayList and LinkedList classes that implement the List interface.

```
List<String> myList = new ArrayList<>();
```

Interfaces

Interfaces serve as a sort of “contract”— in order for a class to implement an interface, it must fulfill the contract requirements.

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

Lists

One ADT we've talked a lot about in this course is a list.

Within Java, there exists a `List` interface – its contract includes methods like:

`add`, `clear`, `contains`, `get`, `isEmpty`, `size`

There's also an `ArrayList` class (implementation)

To get the certificate, it must include all these methods (and any others the `List` interface specifies)

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

...

Why interfaces?

```
public static void fill(WaterBottle w) {...}
```

This method only accepts a WaterBottle!

Why interfaces?

Flexibility



```
public static void fill(Container c) {...}
```

This method can accept either a:

- WaterBottle
- Brita
- Tub or
- Any other class that implements Container!

Why interfaces?

Flexibility



```
public static void method(Set<String> s) {...}
```

This method can accept either a:

- `HashSet<String>` or
- `TreeSet<String>` or
- Any other class that implements `Set` and whose element type is `String`!

Why interfaces?

Abstraction

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



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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 UWMerch {  
    public String getTypeOfMerch();  
}
```

```
public class WaterBottle implements Container, UWMerch {  
    ...  
    public String getTypeOfMerch() {  
        return "bottle";  
    }  
}
```

But WaterBottle would have to implement:

- fill from Container AND getTypeOfMerch from UWMerch

An interface can extend another

You can have one interface extend another

So if `public interface A extends B`, then any class that implements A must include all the methods in A's interface and all the methods in B's interface

An interface can extend another

We can write another interface:

Polygon that extends **Shape**

- “**Polygon** is a **Shape**”

Make modifications such that:

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

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Recall the Student / Course Example from Wed

Course stored a field

```
private List<Student> roster;
```

Why not use a Set to store the students?...

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

- HashSet won't work because of lack of hashCode() implementation
- TreeSet won't work because... what does it mean to “sort” Students?

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