LEC 12

CSE 122

Interfaces

Questions during Class?

Raise hand or send here

sli.do #cse122

BEFORE WE START

Chat with neighbors:

What are you looking forward to for the summer?

Music: 122 25sp Lecture Tunes

Instructor: Brett Wortzman and Adrian Salguero

TAs:

Andrew	Diya	Logan	Steven
Anya	Elizabeth	Mahima	Yang
Brittan	Ivory	Medha	
Carson	Jack	Minh	
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Daniel	Leo	Sreshta	

Lecture Outline

- Announcements
- Interface Review
- More Shapes!
- Comparable

Announcements

- Creative Project 2 (C2) due Friday, May 23rd
- Resubmission Cycle 5 (R5) out Thursday, May 23rd
  - Eligible: **P1**, P2
- Programming Assignment 3 (P3) out Friday!
  - Due May 29th by 11:59 PM
- Quiz 2 Tuesday, May 27th
  - Practice Quiz coming out before then!
- Reminder on Final Exam:

  Tuesday, June 10th 2:30 PM -4:20 PM

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- **Interfaces Review**
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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.

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`
- `Mug`
- `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 Parallel {
    public int numParallelPairs();
}

public class Square implements Shape, Parallel {
    ...
    public int numParallelPairs() {
        return 2;
    }
}
```

But Square would have to implement:

- `getPerimeter`, `getArea` from Shape

  AND

- `numParallelPairs` from `Parallel`

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`

`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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- **Comparable** 

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`