

CSE 143 – Section AA

June 26, 2003

Test procedures

- Place a static method in each class, just for testing it.
 - No special name; could even be main().
 - Even simple tests are helpful
 - Run the test method every time the class is modified

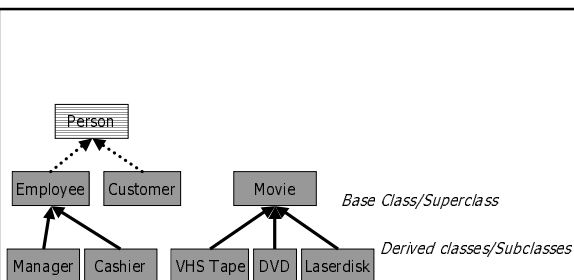
```
class BankAccount {  
    /** A method to test out some of the BankAccount operations */  
    public static void test() {  
        BankAccount myAccount = new BankAccount("Joe Bob");  
        myAccount.deposit(100.00);  
        myAccount.deposit(250.00);  
        myAccount.withdraw(50.00);  
        System.out.println(myAccount); // uses myAccount.toString()  
    }  
}  
// end of BankAccount
```

Relationships

- Specialization
 - Relationship between more general and more specific ideas
 - Ford Escort IS-A Car
 - Ford Taurus IS-A Car
 - Car IS-A Vehicle
- Composition
 - Relationship between different things
 - Car HAS-A engine
 - Engine HAS-A pistons
 - Note: Student HAS-A Teacher

IS-A/HAS-A in Java

- HAS-A is encoded as the contents of a class
 - Most of what you've done is "HAS-A"
 - Student HAS-A age
 - Student HAS-A name
- IS-A is encoded as relationships between classes
 - Lets us group classes
 - Lets us partially reuse implementations



IS-A == Inheritance

- When defining a class, we can say it "extends" an existing class
 - You've actually been "extending" a class all the time. If no class is specified, a class extends Object
- A subclass can be used anywhere a superclass is specified
- A subclass uses the method implementations and instance variables of the superclass
 - Can redefine parent methods
 - Some restrictions on access to instance variables
- Note: interfaces are a special case of class inheritance

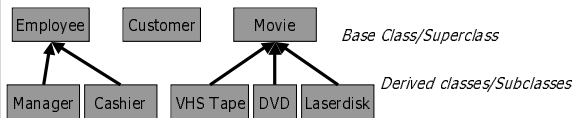
Example

```
class Movie {  
    ...  
    public String getInfo() {  
        return title+length;  
    }  
}  
class VHS Tape extends Movie {  
    ...  
}  
class DVD extends Movie {  
    ...  
    public String getInfo() {  
        return title+length+extraFeatures;  
    }  
}
```

Inheritance and polymorphism

```
Movie allMovies[] = new Movie[2]  
allMovies[0]      = new DVD(...)  
allMovies[1]      = new VHS Tape(...)  
....  
for (i=0;i<allMovies.length;i++) {  
    System.out.println(allMovies[i].getInfo());  
}
```

Video store database



- Design a video store rental database
 - Find some other classes and IS-A relationships between them
 - Specify important HAS-A relationships
 - Specify important objects