Mercutio, do you have a minute?

Just a second, Will. I'm refactoring some of my code.

What does that mean?

It means I'm rewriting it the way it should have been written in the first place, but it sounds cooler.
Input and output streams

- **stream**: an abstraction of a source or target of data
  - 8-bit bytes flow to (output) and from (input) streams

- can represent many data sources:
  - files on hard disk
  - another computer on network
  - web page
  - input device (keyboard, mouse, etc.)

- represented by `java.io` classes
  - `InputStream`
  - `OutputStream`
Recall: inheritance

- **inheritance**: Forming new classes based on existing ones.
  - a way to share/reuse code between two or more classes
- **superclass**: Parent class being extended.
- **subclass**: Child class that inherits behavior from superclass.
  - gets a copy of every field and method from superclass
- **is-a relationship**: Each object of the subclass also "is a(n)" object of the superclass and can be treated as one.
Streams and inheritance

- input streams extend common superclass `InputStream`;
- output streams extend common superclass `OutputStream`
  - guarantees that all sources of data have the same methods
  - provides minimal ability to read/write one byte at a time
Inheritance syntax

```java
public class name extends superclass {

public class Lawyer extends Employee {
    ...
}

• override: To replace a superclass's method by writing a new version of that method in a subclass.

    public class Lawyer extends Employee {
        // overrides getSalary method in Employee class;
        // give Lawyers a $5K raise
        public double getSalary() {
            return 55000.00;
        }
    }
```
**super keyword**

- Subclasses can call inherited behavior with `super`

```java
super.method(parameters)
super(parameters);
```

```java
public class Lawyer extends Employee {
    public Lawyer(int years) {
        super(years);  // calls Employee constructor
    }
    // give Lawyers a $5K raise
    public double getSalary() {
        double baseSalary = super.getSalary();
        return baseSalary + 5000.00;
    }
}
```

- Lawyers now always make $5K more than Employees.
The class Object

- The class `Object` forms the root of the overall inheritance tree of all Java classes. Every class is implicitly a subclass of `Object`.

- The `Object` class defines several methods that become part of every class you write. For example:
  - `public String toString()` Returns a text representation of the object, usually so that it can be printed.
# Object methods

<table>
<thead>
<tr>
<th>method</th>
<th>description</th>
</tr>
</thead>
<tbody>
<tr>
<td>protected Object <strong>clone</strong>()</td>
<td>creates a copy of the object</td>
</tr>
<tr>
<td>public boolean <strong>equals</strong>(Object o)</td>
<td>returns whether two objects have the same state</td>
</tr>
<tr>
<td>protected void <strong>finalize</strong>()</td>
<td>used for garbage collection</td>
</tr>
<tr>
<td>public Class&lt;?<strong>&gt;</strong> getClass**()</td>
<td>info about the object's type</td>
</tr>
<tr>
<td>public int <strong>hashCode</strong>()</td>
<td>a code suitable for putting this object into a hash collection</td>
</tr>
<tr>
<td>public String <strong>toString</strong>()</td>
<td>text representation of object</td>
</tr>
<tr>
<td>public void <strong>notify</strong>()</td>
<td>methods related to concurrency and locking (take a data structures course!)</td>
</tr>
<tr>
<td>public void <strong>notifyAll</strong>()</td>
<td></td>
</tr>
<tr>
<td>public void <strong>wait</strong>()</td>
<td></td>
</tr>
<tr>
<td>public void <strong>wait</strong>(...)</td>
<td></td>
</tr>
</tbody>
</table>
Using the Object class

- You can store any object in a variable of type `Object`.

  ```java
  Object o1 = new Point(5, -3);
  Object o2 = "hello there";
  ```

- You can write methods that accept an `Object` parameter.

  ```java
  public void checkNotNull(Object o) {
    if (o != null) {
      throw new IllegalArgumentException();
    }
  }
  ```

- You can make arrays or collections of `Objects`.

  ```java
  Object[] a = new Object[5];
  a[0] = "hello";
  a[1] = new Random();
  List<Object> list = new ArrayList<Object>();
  ```
Polymorphism

- **polymorphism**: Ability for the same code to be used with different types of objects and behave differently with each.

- A variable or parameter of type $T$ can refer to any subclass of $T$.

  ```java
  Employee ed = new Lawyer();
  Object otto = new Secretary();
  ```

- When a method is called on `ed`, it behaves as a `Lawyer`.
- You can call any `Employee` methods on `ed`.
  You can call any `Object` methods on `otto`.
  - You cannot call any `Lawyer-only` methods on `ed` (e.g. `sue`).
  - You cannot call any `Employee` methods on `otto` (e.g. `getHours`).
Polymorphism examples

• You can use the object's extra functionality by casting.

```java
Employee ed = new Lawyer();
ed.getVacationDays(); // ok
ed.sue(); // compiler error
((Lawyer) ed).sue(); // ok
```

• You can't cast an object into something that it is not.

```java
Object otto = new Secretary();
System.out.println(otto.toString()); // ok
otto.getVacationDays(); // compiler error
((Employee) otto).getVacationDays(); // ok
((Lawyer) otto).sue(); // runtime error
```
Recall: comparing objects

- The `==` operator does not work well with objects.
  - It compares references, not objects' state.
  - It produces `true` only when you compare an object to itself.

```java
Point p1 = new Point(5, 3);
Point p2 = new Point(5, 3);
Point p3 = p2;

// p1 == p2 is false;
// p1 == p3 is false;
// p2 == p3 is true

// p1.equals(p2)?
// p2.equals(p3)?
```
Default equals method

- The Object class's equals implementation is very simple:

```java
public class Object {
    ...
    public boolean equals(Object o) {
        return this == o;
    }
}
```

- However:
  - When we have used equals with various objects, it didn't behave like ==. Why not? if (str1.equals(str2)) {
  }

- The Java API documentation for equals is elaborate. Why?
Implementing equals

```java
public boolean equals(Object name) {
    statement(s) that return a boolean value;
}
```

- The parameter to `equals` **must** be of type `Object`.
- Having an `Object` parameter means *any* object can be passed.
  - If we don't know what type it is, how can we compare it?
The instanceof keyword

```java
if (variable instanceof type) {
    statement(s);
}
```

- Asks if a variable refers to an object of a given type.
- Used as a boolean test.

```java
String s = "hello";
Point p = new Point();
```

<table>
<thead>
<tr>
<th>expression</th>
<th>result</th>
</tr>
</thead>
<tbody>
<tr>
<td>s instanceof Point</td>
<td>false</td>
</tr>
<tr>
<td>s instanceof String</td>
<td>true</td>
</tr>
<tr>
<td>p instanceof Point</td>
<td>true</td>
</tr>
<tr>
<td>p instanceof String</td>
<td>false</td>
</tr>
<tr>
<td>p instanceof Object</td>
<td>true</td>
</tr>
<tr>
<td>s instanceof Object</td>
<td>true</td>
</tr>
<tr>
<td>null instanceof String</td>
<td>false</td>
</tr>
<tr>
<td>null instanceof Object</td>
<td>false</td>
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</table>
equals method for Points

// Returns whether o refers to a Point object with
// the same (x, y) coordinates as this Point.
public boolean equals(Object o) {
    if (o instanceof Point) {
        // o is a Point; cast and compare it
        Point other = (Point) o;
        return x == other.x && y == other.y;
    } else {
        // o is not a Point; cannot be equal
        return false;
    }
}
More about equals

- Equality is expected to be reflexive, symmetric, and transitive:

  \[
  \begin{align*}
  a.equals(a) & \text{ is true for every object } a \\
  a.equals(b) & \leftrightarrow b.equals(a) \\
  (a.equals(b) \land b.equals(c)) & \leftrightarrow a.equals(c)
  \end{align*}
  \]

- No non-null object is equal to null:

  \[
  a.equals(null) \text{ is false for every object } a
  \]

- Two sets are equal if they contain the same elements:

  ```java
  Set<String> set1 = new HashSet<String>();
  Set<String> set2 = new TreeSet<String>();
  for (String s : "hi how are you".split(" ")) {
    set1.add(s);
    set2.add(s);
  }
  System.out.println(set1.equals(set2)); // true
  ```
I/O and exceptions

- **exception**: An object representing an error.
  - **checked exception**: One that must be handled for the program to compile.

- Many I/O tasks throw exceptions.
  - Why?

- When you perform I/O, you must either:
  - also **throw** that exception yourself
  - **catch** (handle) the exception
### Throwing an exception

```java
public type name (params) throws type {
```

- **`throws clause`:** Keywords on a method's header that state that it may generate an exception.

- Example:
  ```java
  public void processFile(String filename)
  throws FileNotFoundException {
```

  "I hereby announce that this method might throw an exception, and I accept the consequences if it happens."
Catching an exception

try {
    statement(s);
} catch (type name) {
    code to handle the exception
}

- The try code executes. If the given exception occurs, the try block stops running; it jumps to the catch block and runs that.

```java
try {
    Scanner in = new Scanner(new File(filename));
    System.out.println(input.nextLine());
} catch (FileNotFoundException e) {
    System.out.println("File was not found.");
}
```
Exception inheritance

- Exceptions extend from a common superclass `Exception`
Dealing with an exception

- All exception objects have these methods:

<table>
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<tbody>
<tr>
<td>public String <code>getMessage()</code></td>
<td>text describing the error</td>
</tr>
<tr>
<td>public String <code>toString()</code></td>
<td>a stack trace of the line numbers where error occurred</td>
</tr>
<tr>
<td><code>getCause()</code>, <code>getStackTrace()</code>, <code>printStackTrace()</code></td>
<td>other methods</td>
</tr>
</tbody>
</table>

- Some reasonable ways to handle an exception:
  - try again; re-prompt user; print a nice error message; quit the program; do nothing (!)
Inheritance and exceptions

• You can catch a general exception to handle any subclass:

```java
try {
    Scanner input = new Scanner(new File("foo"));
    System.out.println(input.nextLine());
} catch (Exception e) {
    System.out.println("File was not found.");
}
```

• Similarly, you can state that a method throws any exception:

```java
public void foo() throws Exception {
    ...
}
```

• Are there any disadvantages of doing so?