Subtypes

CSE 331

Spring 2010

What is subtyping?

- Sometimes every B is an A
  - In a library database:
    - every book is a library holding
    - every CD is a library holding
- Subtyping expresses this in the program
  - programmer declares B is a subtype of A
  - meaning: "every object that satisfies interface B also satisfies interface A"

- Goal: code written using A's specification operates correctly even if given a B

Subtypes are substitutable

- Subtypes are ***substitutable*** for supertypes
  - Instances of subtype won't surprise client by failing to meet guarantees made in supertype's specification
  - Instances of subtype won't surprise client by having expectations not mentioned in supertype's specification
- We say that B is a **true subtype** of A if B has a stronger specification than A
  - This is not the same as a ***Java* subtype**
  - Java subtypes that are not true subtypes are dangerous

Subtyping and subclassing

- Substitution (subtype)
  - B is a subtype of A iff an object of B can masquerade as an object of B in any context

- Inheritance (subclass)
  - Abstract out repeated code
  - Enables incremental changes to classes

- Every subclass is a Java subtype
  - But not necessarily a true subtype

Subclasses support inheritance
Inheritance makes it easy to add functionality

Suppose we run a web store with a class for Products...

```
class Product {
    private String title, description;
    private float price;
    public float getPrice() { return price; }
    public float getTax() { return getPrice() * 0.05f; }
    // ...
}
```

... and we decide we want another class for Products
that are on sale

Code copying is a bad way to add functionality

We would never dream of cutting and pasting
like this:

```
class SaleProduct {
    private String title, description;
    private float price;
    private float factor;
    public float getPrice() { return price*factor; }
    public float getTax() { return getPrice() * 0.05f; }
    //...
}
```

Inheritance makes small extensions small

It's much better to do this:

```java
class SaleProduct extends Product {
    private float factor;
    public float getPrice() {
        return super.getPrice()*factor;
    }
    //...
}
```

Benefits of subclassing & inheritance

Don't repeat unchanged fields and methods
- In implementation
  - simpler maintenance: just fix bugs once
- In specification
  - Clients who understand the superclass specification need only study novel parts of subclass
- Modularity: can ignore private fields and methods of superclass (**if** properly defined)
- Differences are not buried under mass of similarities

Ability to substitute new implementations

- Clients need not change their code to use new subclasses

Subclassing can be misused

Poor planning leads to muddled inheritance hierarchy

   Relationships may not match untutored intuition

If subclass is tightly coupled with superclass

   Can depend on implementation details of superclass

   Changes in superclass can break subclass ("fragile base class")

Subtyping is the source of most benefits of subclassing

   – Just because you want to inherit an implementation does not mean you want to inherit a type – and vice versa!

Every square is a rectangle (elementary school)

```
interface Rectangle {
    // effects: fits shape to given size, that is:
    // this_post.width = w, this_post.height = h
    void setSize(int w, int h);
}
```

Choose the best option for Square.setSize():

```
interface Square implements Rectangle {
```

(A)
```
    // requires: w = h
    // effects: fits shape to given size
    void setSize(int w, int h);
```

(B)
```
    // effects: sets all edges to given size
    void setSize(int edgeLength);
```

(C)
```
    // effects:  sets this.width and this.height to w
    void setSize(int w, int h);
```

(D)
```
    // effects: fits shape to given size
    // throws BadSizeException if w != h
    void setSize(int w, int h) throws BadSizeException;
}
```

Square and rectangle are unrelated (Java)

Square is not a (true subtype of) Rectangle:

    Rectangles are expected to have a width and height that can be changed independently

    Squares violate that expectation, could surprise client

Rectangle is not a (true subtype of) Square:

    Squares are expected to have equal widths and heights

    Rectangles violate that expectation, could surprise client
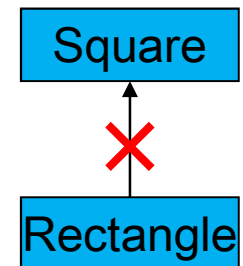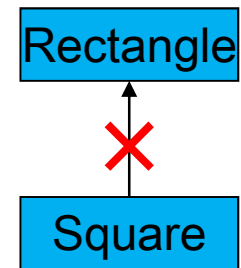
Inheritance isn't always intuitive

    Benefit: it forces clear thinking and prevents errors

Solutions:

    Make them unrelated (or siblings under a common parent)

    Make them immutable

Inappropriate subtyping in the JDK

```java
class Hashtable<K,V> {
    // modifies: this
    // effects: associates the specified value with the specified key
    public void put (K key, V value);


    // returns: value with which the
    // specified key is associated
    public V get (K key);
}
```

```java
Hashtable tbl = new Properties();
tbl.put("One", new Integer(1));
```

```java
// Keys and values are strings.
class Properties extends Hashtable<Object,Object> {  // simplified
    // modifies: this
    // effects: associates the specified value with the specified key
    public void setProperty(String key, String val) { put(key,val); }


    // returns: the string with which the key is associated
    public String getProperty(String key) { return (String)get(key); }
}
```

Violation of superclass specification

Properties class has a simple rep invariant

keys, values are Strings.

But client can treat Properties as a Hashtable

Can put in arbitrary content, break rep invariant

From Javadoc:

Because Properties inherits from Hashtable, the put and putAll methods can be applied to a Properties object. ... If the store or save method is called on a "compromised" Properties object that contains a non-String key or value, the call will fail.

Also, semantics are more confusing than I've shown

`getProperty("prop")` works differently than `get("prop")` !

Solution 1: Generics

Bad choice:

```
class Properties extends Hashtable<Object,Object> { ... }
```

Better choice:

```
class Properties extends Hashtable<String,String> { ... }
```

Why didn't the JDK designers make this choice?

Aside: subtyping for generics

Object

Number

List<?>

List

List<Object>

Integer

List<? extends Number>

List<Number>

List<Integer>   List<Double>

ArrayList<Integer>   LinkedList<Integer>

Subtyping requires invariant generic types
Exception: `super` wildcard is a supertype of what it matches
Don't use raw types! (CSE 331 forbids it)

Solution 2: Composition

```
class Properties {  // no "extends" clause!
    private Hashtable hashtable;    // the "delegate"

    // requires: key and value are not null
    // modifies: this
    // effects: associates specified value with specified key
    public void setProperty (String key, String value) {
        hashtable.put(key,value);
    }


    // effects: returns string with which key is associated
    public String getProperty (String key) {
        return (String) hashtable.get(key);
    }
    ...
}
```

Substitution principle

- If B is a subtype of A, a B can always be substituted for an A
- Any property guaranteed by supertype must be guaranteed by subtype
  - The subtype is permitted to strengthen & add properties
  - Anything provable about an A is provable about a B
  - If instance of subtype is treated purely as supertype – only supertype methods and fields queried – then result should be consistent with an object of the supertype being manipulated
- No specification weakening
  - No method removal
  - An overriding method has
    - a weaker precondition
    - a stronger postcondition

Substitution principle

- Constraints on methods
  - For each method in supertype, subtype must have a corresponding overriding method
    - may also introduce new methods
- Each overriding method must:
  - Ask nothing extra of client ("weaker precondition")
    - Requires clause is at most as strict as in the supertype method
  - Guarantee at least as much ("stronger postcondition")
    - Effects clause is at least as strict as in the supertype method
    - No new entries in modified clause

Substitution: spec weakening

- Method inputs:
  - Argument types may be replaced with supertypes ("contravariance").
  - This doesn't place any extra demand on the client.
    - Java *forbids* any change
- Method results:
  - Result type may be replaced with a subtype ("covariance").
    - This doesn't violate any expectation of the client.
  - No new exceptions (for values in the domain)
  - Existing exceptions can be replaced with subtypes.
    - This doesn't violate any expectation of the client.

Substitution exercise

Suppose we have a method which, when given one
product, recommends another:

```
Product recommend(Product ref);
```

Which of these are possible forms of method in a subtype?

```
Product recommend(SaleProduct ref);    // bad

SaleProduct recommend(Product ref);    // OK

Product recommend(Object ref);  // OK, but is Java overloading

Product recommend(Product ref) throws NoSaleException;    // bad
```

Same kind of reasoning for exception subtyping, and
modifies clause

JDK example

```
class Hashtable { // class is somewhat simplified (generics omitted)
    //  modifies: this
    // effects: associates the specified value with the specified key
    public void put (Object key, Object value);


    // returns: value with which the
    // specified key is associated
    public Object get (Object key);
}


class Properties extends Hashtable {
    // modifies: this
    // effects: associates the specified value with the specified key
    public void put(String key, String val) { super.put(key,val); }


    // returns: the string with which the key is associated
    public String get (String key) { return(String)super.get(key); }
}
```

Arguments are subtypes
Stronger requirement = weaker specification!

Result type is a subtype
Stronger guarantee = OK

Can throw an exception
New exception = weaker spec!

Is this good Inheritance?

Depends on the members, methods and the specifications

Java subtypes

- Java types:
  - Defined by classes, interfaces, primitives
- B is Java subtype of A if:
  - declared relationship (B extends A, B implements A)
- Compiler checks that, for each corresponding method:
  - same argument types
  - compatible result types ("covariant return")
  - no additional declared exceptions

True subtypes versus Java subtypes

- Java requires type equality for parameters
  - Different types are treated as different methods
  - More than needed but simplifies syntax and semantics.
- Java does permit covariant returns
  - A recent language feature, not reflected in (e.g.) clone
- Java has no notion of specification beyond method signatures
  - No check on precondition/postcondition
  - No check on promised properties (invariants)

Compiler guarantees about Java subtypes

- Objects are guaranteed to be (Java) subtypes of their declared type
  - If a variable of *declared (compile-time)* type T holds a reference to an object of actual (*runtime)* type T', then T' is a (Java) subtype of T
- Corollaries:
  - Objects always have implementations of the methods specified by their declared type
  - If all subtypes are true subtypes, then all objects meet the specification of their declared type
- Rules out a huge class of bugs

Inheritance breaks encapsulation

```java
public class InstrumentedHashSet<E> extends HashSet<E> {
    private int addCount = 0;   // count attempted insertions
    public InstrumentedHashSet(Collection<? extends E> c) {
        super(c);
    }
    public boolean add(E o) {
        addCount++;
        return super.add(o);
    }
    public boolean addAll(Collection<? extends E> c) {
        addCount += c.size();
        return super.addAll(c);
    }
    public int getAddCount() { return addCount; }
}
```

Dependence on implementation

What does this code print?

```
InstrumentedHashSet<String> s =
        new InstrumentedHashSet<String>();
System.out.println(s.getAddCount());   // 0
s.addAll(Arrays.asList("CSE", "331"));
System.out.println(s.getAddCount());   // 4!
```

- Answer depends on implementation of addAll() in HashSet
  - Different implementations may behave differently!
  - HashSet.addAll() calls add() $\Rightarrow$ double-counting
- AbstractCollection.addAll specification states:
  - "Adds all of the elements in the specified collection to this collection."
  - Does not specify whether it calls add()
- Lesson: designers should plan for their classes to be extended

Solutions

1. Change spec of HashSet

   Indicate all self-calls

   Less flexibility for implementers of specification

2. Work around spec ambiguity by avoiding self-calls

   a) "Re-implement" methods such as addAll

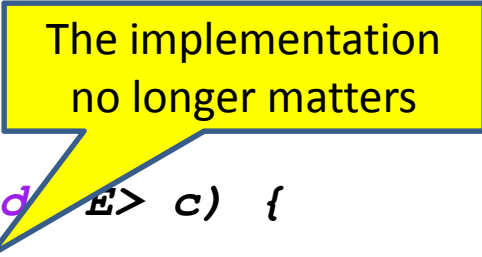   Requires re-implementing methods

   b) Use a wrapper

      No longer a subtype (unless an interface is handy)

      Bad for callbacks, equality tests, etc.

Solution 2b: composition

```
public class InstrumentedHashSet<E> {

    private final HashSet<E> s = new HashSet<E>();

    private int addCount = 0;

    public InstrumentedHashSet(Collection<? extends E> c) {

        this.addAll(c);

    }

    public boolean add(E o) {

        addCount++;    return s.add(o);

    }

    public boolean addAll(Collection<? extends E> c) {

        addCount += c.size();    return s.addAll(c);

    }

    public int getAddCount() {  return addCount; }
    // ... and every other method specified by HashSet<E>

}
```

The implementation no longer matters

Composition (wrappers, delegation)

- Implementation *reuse* without *inheritance*
- Easy to reason about; self-calls are irrelevant
- Example of a "wrapper" class
- Works around badly-designed classes
- Disadvantages (may be a worthwhile price to pay):
  - May be hard to apply to callbacks, equality tests
  - Tedious to write (your IDE will help you)
  - Does not preserve subtyping

Composition does not preserve subtyping

- InstrumentedHashSet is not a HashSet anymore
  - So can't easily substitute it
- It may be a true subtype of HashSet
  - But Java doesn't know that!
  - Java requires declared relationships
  - Not enough to just meet specification
- Interfaces to the rescue
  - Can declare that we implement interface Set
  - If such an interface exists

Interfaces reintroduce Java subtyping

```java
public class InstrumentedHashSet<E> implements Set<E> {
    private final HashSet<E> s = new HashSet<E>();

    private int addCount = 0;

    public InstrumentedHashSet(Collection<? extends E> c) {
        this.addAll(c);
    }

    public boolean add(E o) {
        addCount++;
        return s.add(o);
    }

    public boolean addAll(Collection<? extends E> c) {
        addCount += c.size();
        return s.addAll(c);
    }

    public int getAddCount() {  return addCount; }
    // ... and every other method specified by Set<E>
}
```

Avoid encoding implementation details

```java
public class InstrumentedSet<E> implements Set<E> {
    private final Set<E> s;
    private int addCount = 0;
    public InstrumentedSet(Set<E> s) {
        this.s = s;             // BAD: representation exposure!
        addCount = s.size();
    }
    public boolean add(E o) {
        addCount++;
        return s.add(o);
    }
    public boolean addAll(Collection<? extends E> c) {
        addCount += c.size();
        return s.addAll(c);
    }
    public int getAddCount() {  return addCount; }
    // ... and every other method specified by Set<E>
}
```

Interfaces and abstract classes

- Provide interfaces for your functionality
  - Lets client code to interfaces rather than concrete classes
  - Allows different implementations later
  - Facilitates composition, wrapper classes
    - Basis of lots of useful, clever tricks
    - We'll see more of these later
- Consider providing helper/template abstract classes
  - Can minimize number of methods that new implementation must provide
  - Makes writing new implementations much easier
  - Using them is entirely optional, so they don't limit freedom to create radically different implementations

Why interfaces instead of classes

- Java design decisions:
  - A class has exactly one superclass
  - A class may implement multiple interfaces
  - An interface may extend multiple interfaces
- Observation:
  - multiple superclasses are difficult to use and to implement
  - multiple interfaces, single superclass gets most of the benefit

Pluses and minuses of inheritance

- Inheritance is a powerful way to achieve code reuse
- Inheritance can break encapsulation
  - A subclass may need to depend on unspecified details of the implementation of its superclass
    - e.g. pattern of self-calls
  - Subclass may need to evolve in tandem with superclass
    - Safe within a package where implementation of both is under control of same programmer
- Authors of superclass should design and document self-use, to simplify extension
  - Otherwise, avoid implementation inheritance and use composition instead

Concrete, abstract, or interface?

Telephone
  $9.99 homephone, Speakerphone, cellphone, Skype, VOIP phone
TV
  CRT, Plasma, DLP, LCD
Table
  Dining table, Desk, Coffee table
Coffee
  Espresso, Frappuccino, Decaf, Ice coffee
Computer
  Laptop, Desktop, Server, Palmtop
CPU
  Pentium, PowerPC, TigerSHARC
Professor
  Ernst, Notkin