### Overloading

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## **Overloading vs. overriding**

- **Overloading**: Multiple operations in a class with the same name and different parameters (number or type)
  - To Java, the operations are *unrelated* to one another
  - Convenient to avoid making up different method names
  - Style rule: The specifications should be analogous
    - Otherwise the program is confusing
- **Overriding**: Same name and parameters as an implementation in a supertype

- Specification in subtype must be equal or stronger

• CSE 143 covers overriding, but not overloading

#### **Method families and implementations**

An operation is part of an ADT's specification

A method implementation appears in Java source code

A method family is all the implementations with the same signature (name and parameter types) in an inheritance tree "Method" can mean any of these. Be specific when ambiguity is possible.

```
class C extends B {
    f(int) {...}
    f(int, bool) {...}
    h(int) {...}
    h(int, bool) {...}
```

```
class D extends B {
    h(int) {...}
    h(int, bool) {...}
    i(int) {...}
}
```

All methods are public void

# Which implementation gets run?

- 1. Resolve overloading at compile time
  - Let R be the compile-time type of the receiver
  - Choose the most specific, applicable, accessible operation in R
    - Accessible operations: Visible (public, private, protected)
    - Applicable operations: Those whose parameter types are supertypes of the argument types
    - Most specific: its parameter types are subtypes of the corresponding parameter types for other applicable ops

If no most specific exists, compile-time error

This picks a method family or signature

- 2. Resolve overriding at run time (dynamic dispatch)
  - Run the implementation in the run-time type of the receiver
    - Might be inherited from a superclass