## Recap



Session 9: Inheritance Softwaretechnologie: Java I

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## Section 1

Exercise 8

## Section 2

Inheritance

#### Introduction

Inheritance - "Vererbung"

- Important concept in object-oriented programming
- Classes represent kinds of things, because they show similar behaviour
  - Not all kinds are totally unique
  - Many kinds share certain properties
- E.g. Donkeys move in a similar way as horses do and both are mammals etc.

#### Introduction

#### Inheritance - "Vererbung"

- Important concept in object-oriented programming
- Classes represent kinds of things, because they show similar behaviour
  - Not all kinds are totally unique
  - Many kinds share certain properties
- E.g. Donkeys move in a similar way as horses do and both are mammals etc.
- Inheritance allows us to model this
- Many domains have hierarchical structures
  - E.g., animal species, companies, kitchen equipment

**Class Inheritance** 

- A class inherits from another class
- ▶ New keyword: extends, used in the class declaration:

public class Horse extends Animal { ... }

- Horse: sub class
- Animal: super class

## **Class Inheritance**

#### Meaning

- No change in accessibility/visibility rules
  - private fields/methods still not visible, protected only within the same package etc.
- Objects of sub class can execute methods defined in super class
  - E.g., the class Animal can define a walk-method for *all* sub classes

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- Objects of sub class can execute methods defined in super class
  - E.g., the class Animal can define a walk-method for all sub classes
- Objects of the sub class can be assigned to variables of the super class

```
Animal someAnimal = new Horse();
```

```
Animal[] zooAnimals = new Animal[2] { new Horse(), new Donkey() };
```

Casting from sub class to super class ("upwards") always works

Animal someAnimal = (Animal) myHorse;

# demo

Method Overriding

```
1 class Animal {
    public void step(int size) { /*...*/ };
 2
3 }
 4
5 class Horse extends Animal {
  }
6
 7
  class Main {
8
    public static void main(String[] args) {
9
      Horse h = new Horse();
10
      h.step(5);
11
    }
12
13 }
```

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14 }
```

- Methods in sub class override methods in super class
- Calling super method explicitly
  - Outside of sub class by casting: ((Animal)h).step(5);
  - Inside of sub class with super :

super.step(5);

Think of super as ((Animal) this) (in this case)

### Variable Type != Object Type

- Each variable has a type
   E.g., (nt), String, Worse, ....
- Each object and value has a type

String s = "Halls; Stin int i= 15;

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```
E.g., int i = 5;
E.g., Horse h = new Horse();
It's a compile error, if they do not match
E.g., int i = true; A
E.g., Horse h = new Donkey(); A
But we can assign a object of a sub class to a variable of a super class
```

#### java.lang.Object

- All classes inherit automatically from java.lang.Object
  - I.e., every object is in an instance of java.lang.Object (though maybe indirectly)
- Class provides a few methods



#### Testing Inheritance

New operator: isinstance

```
1 Horse h = new Horse();
2
3 h instanceof Horse; // true
4 h instanceof Object; // true
5 h instanceof String; // false
6 h instanceof Animal; // true if Horse extends Animal
```

### Remarks on Inheritance

- ► Why inheritance?
  - Model commonalities in our domain
  - ▶ The same behaviour can be implement as high as possible in the hierarchy, and only once
  - Again, reducing complexity

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  - In Java: No
    - Because method calls then become ambiguous

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- Multiple inheritance: Can a class inherit from multiple classes? public class Hour estas Animal Physicalse,
  - In Java: No
    - Because method calls then become ambiguous
  - $\blacktriangleright$  In C++/Python: Yes!
    - C++: Programmer has to resolve ambiguity with additional syntax
    - Python: Depends on the order in which inheritance has been specified

## Section 3

Exercise