

CS61B Lecture #8: Object-Oriented Mechanisms

Readings for Lab: Scan the on-line Javadoc documentation for List, ArrayList, LinkedList, Iterator, ListIterator, Set, TreeSet, in the java.util package.

Readings for Friday: Chapters 8 and 9 of *Head-First Java*

Today:

- New in this lecture: the bare mechanics of “object-oriented programming.”
- The general topic is: Writing software that operates on many kinds of data.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 1

Overloading

Problem: How to get `System.out.print(x)` to print `x`, regardless of type of `x`?

- In Scheme or Python, one function can take an argument of any type, and then test the type (if needed).
- In Java, methods specify a single type of argument.
- Partial solution: *overloading*—multiple method definitions with the same name and different numbers or types of arguments.
- E.g., `System.out` has type `java.io.PrintStream`, which defines

```
void println() Prints new line.  
void println(String s) Prints S.  
void println(boolean b) Prints "true" or "false"  
void println(char c) Prints single character  
void println(int i) Prints I in decimal  
etc.
```

- Each of these is a different function. Compiler decides which to call on the basis of arguments' types.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 2

Generic Data Structures

Problem: How to get a “list of anything” or “array of anything”?

- Again, no problem in Scheme or Python.
- But in Java, lists (such as `IntList`) and arrays have a single type of element.
- First, the short answer: any reference value can be converted to type `java.lang.Object` and back, so can use `Object` as the “generic (reference) type”:

```
Object[] things = new Object[2];  
things[0] = new IntList(3, null);  
things[1] = "Stuff";  
// Now ((IntList) things[0]).head == 3;  
// and ((String) things[1]).startsWith("St") is true  
// things[0].head Illegal  
// things[1].startsWith("St") Illegal
```

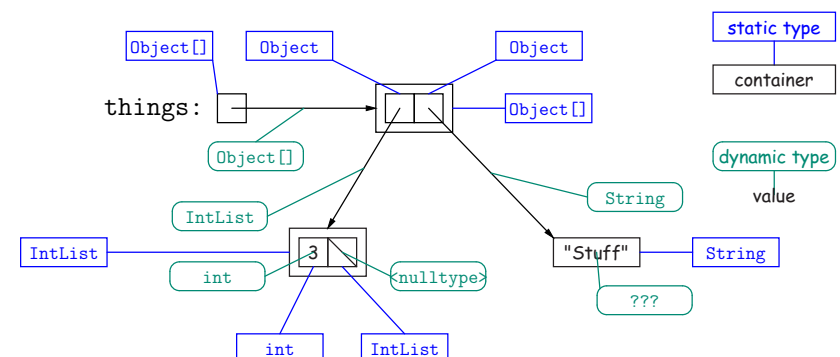
Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 3

Dynamic vs. Static Types

- Every *value* has a type—its *dynamic type*.
- Every *container* (variable, component, parameter), literal, function call, and operator expression (e.g. `x+y`) has a type—its *static type*.
- Therefore, every *expression* has a static type.

```
Object[] things = new Object[2];  
things[0] = new IntList(3, null);  
things[1] = "Stuff";
```

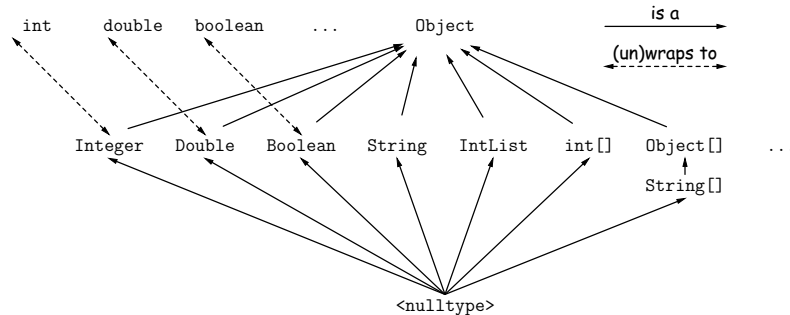


Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 4

Type Hierarchies

- A container with (static) type T may contain a certain value only if that value "is a" T —that is, if the (dynamic) type of the value is a *subtype* of T . Likewise, a function with return type T may return only values that are subtypes of T .
- All types are subtypes of themselves (& that's all for primitive types)
- *Reference types* form a *type hierarchy*; some are subtypes of others. *null*'s type is a subtype of all reference types.
- All reference types are subtypes of `Object`.



Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 5

The Basic Static Type Rule

- Java is designed so that any expression of (static) type T always yields a value that "is a" T .
- Static types are "known to the compiler," because you declare them, as in

```
String x;           // Static type of field
int f (Object s) { // Static type of call to f, and of parameter
    int y;           // Static type of local variable
```

or they are pre-declared by the language (like 3).

- Compiler insists that in an *assignment*, $L = E$, or function call, $f(E)$, where

```
void f (SomeType L) { ... },
```

E 's static type must be subtype of L 's static type.

- Similar rules apply to $E[i]$ (static type of E must be an array) and other built-in operations.
- Slight fudge: compiler will *coerce* "smaller" integer types to larger ones, float to double, and (from last lecture) between primitive types and their wrapper types.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 6

Consequences of Compiler's "Sanity Checks"

- This is a *conservative* rule. The last line of the following, which you might think is perfectly sensible, is illegal:

```
int[] A = new int[2];
Object x = A; // All references are Objects
A[i] = 0;     // Static type of A is array...
x[i+1] = 1;   // But not of x: ERROR
```

Compiler figures that not every `Object` is an array.

- Q: Don't we *know* that x contains array value!?
- A: Yes, but still must tell the compiler, like this:

```
((int[]) x)[i+1] = 1;
```
- Defn: Static type of cast $(T) E$ is T .
- Q: What if x *isn't* an array value, or is *null*?
- A: For that we have runtime errors—exceptions.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 7

Overriding and Extension

- Notation so far is clumsy.
- Q: If I know `Object` variable x contains a `String`, why can't I write, $x.startsWith("this")$?
- A: `startsWith` is only defined on `Strings`, not on all `Objects`, so the compiler isn't sure it makes sense, unless you cast.
- But, if an operation *were* defined on all `Objects`, then you *wouldn't* need clumsy casting.
- Example: `.toString()` is defined on all `Objects`. You can always say $x.toString()$ if x has a reference type.
- The default `.toString()` function is not very useful; on an `IntList`, would produce string like `"IntList@2f6684"`
- But for any subtype of `Object`, you may *override* the default definition.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 8

Overriding toString

- For example, if `s` is a `String`, `s.toString()` is the identity function (fortunately).
- For any type you define, you may supply your own definition. For example, in `IntList`, could add

```
public String toString () {
    StringBuffer b = new StringBuffer ();
    b.append ("[");
    for (IntList L = this; L != null; L = L.tail)
        b.append (" " + L.head);
    b.append ("]");
    return b.toString ();
}
```

- If `x = new IntList (3, new IntList (4, null))`, then `x.toString()` is `"[3 4]"`.
- Conveniently, the `"+"` operator on `Strings` calls `.toString` when asked to append an `Object`, and so does the `"%s"` formatter for `printf`.
- With this trick, you can supply an output function for any type you define.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 9

Extending a Class

- To say that class `B` is a direct subtype of class `A` (or `A` is a direct superclass of `B`), write

```
class B extends A { ... }
```

- By default, class `...` extends `java.lang.Object`.
- The subtype *inherits* all fields and methods of its *superclass* (and passes them along to any of its subtypes).
- In class `B`, you may *override* an instance method (*not* a static method), by providing a new definition with same *signature* (name, return type, argument types).
- I'll say that a method and all its overridings form a *dynamic method set*.
- **The Point:** If `f(...)` is an instance method, then the call `x.f(...)` calls whatever overriding of `f` applies to the *dynamic type* of `x`, regardless of the static type of `x`.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 10

Illustration

```
class Worker {
    void work () {
        collectPay ();
    }
}
```

```
class Prof extends Worker {
    // Inherits work ()
}
```

```
class TA extends Worker {
    void work () {
        while (true) {
            doLab(); discuss(); officeHour();
        }
    }
}
```

```
Prof paul = new Prof ();
TA adam = new TA ();
Worker wPaul = paul;
wAdam = adam;

paul.work() ==> collectPay();
adam.work() ==> doLab(); discuss(); ...
wPaul.work() ==> collectPay();
wAdam.work() ==> doLab(); discuss(); ...
```

Lesson: For instance methods (only), select method based on *dynamic type*. Simple to state, but we'll see it has profound consequences.

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 11

What About Fields and Static Methods?

```
class Parent {
    int x = 0;
    static int y = 1;
    static void f() {
        System.out.printf ("Ahem!\n");
    }
    static int f(int x) {
        return x+1;
    }
}

class Child extends Parent {
    String x = "no";
    static String y = "way";
    static void f() {
        System.out.printf ("I wanna!\n");
    }
}
```

```
Child tom = new Child ();
Parent pTom = tom;

tom.x ==> no      pTom.x ==> 0
tom.y ==> way     pTom.y ==> 1
tom.f() ==> I wanna! pTom.f() ==> Ahem!
tom.f(1) ==> 2     pTom.f(1) ==> 2
```

Lesson: Fields *hide* inherited fields of same name; static methods *hide* methods of the same signature.

Real Lesson: Hiding causes confusion; so understand it, but don't do it!

Last modified: Tue Sep 11 17:03:38 2012

CS61B: Lecture #8 12

What's the Point?

- The mechanism described here allows us to define a kind of *generic* method.
- A superclass can define a set of operations (methods) that are common to many different classes.
- Subclasses can then provide different implementations of these common methods, each specialized in some way.
- All subclasses will have at least the methods listed by the superclass.
- So when we write methods that operate on the superclass, they will automatically work for all subclasses with no extra work.