

CS 1110

Final Exam: Review Session 2

Part 1 : Inheriting classes

1. Inheritance Facts
2. Constructors in Subclasses

BREAK : 10 sec.

Part 2 : Working with inherited classes

3. Apparent and Real Types (and Casting)
4. Syntax vs Semantics

Motivating Problem

```

/** An instance is a zoo creature. */
public class Creature {
    /** This Creature's name */
    private String name;

    /** set of Creatures in the zoo */
    public static Creature[] zoo;

    /** Constructor: a new Creature with name n */
    public Creature(String n) {
        setName(n);
    }

    /** = this Creature's name */
    public String getName() {
        return name;
    }

    /** Set this Creature's name to n */
    public void setName(String n) {
        name = n;
    }
}
        
```

```

/** An instance is a bird */
public class Bird extends Creature {
    /** set of Birds in the zoo. */
    public static Bird[] aviary;

    /** Constructor: a Bird with name n */
    public Bird(String n) {
        super(n);
    }

    /** = a Bird can (usually) fly */
    public boolean canFly() {
        return true;
    }
}

/** An instance is a penguin */
public class Penguin extends Bird {
    /** Constructor: a new Penguin with name n */
    public Penguin(String n) {
        super(n);
    }

    /** = a Penguin can usually fly */
    public boolean canFly() {
        return false;
    }
}
        
```

Folders!

- Penguin z = new Penguin("☺");

z

a0

| | |
|-----------------------|----------|
| a0 | Object |
| equals(); toString(); | |
| name ☺ | Creature |
| canFly() | Bird |
| Bird(String n) | |
| canFly() | Penguin |
| Penguin(String n) | |

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Inheritance Facts

- A subclass inherits ALL components (fields and methods) from the super class.
 - Even private fields are inherited; they appear in each object.
 - *What makes them private, then?*
- A subclass can override *methods*.
- A subclass should not override *fields*. It is called "shadowing the variables". We have never seen a good use of it. Don't do it.

Inside-out rule

- To find a variable, search outward through enclosing constructs until the declaration of the variable is found.
 - In the folder representation, go bottom-up!

| | |
|-----------------------|----------|
| a0 | Object |
| equals(); toString(); | |
| name ☺ | Creature |
| canFly() | Bird |
| Bird(String n) | |
| canFly() | Penguin |
| Bird(String n) | |

Constructors in subclasses

- The following can only appear as the first statement in a constructor:
 - `this(...);` // call another constructor in this class
 - `super(...);` // call a constructor in the super class
 - If there is no explicit constructor call in a constructor, Java inserts `super();`.
 - What if the super class does not have a default constructor?*
- Note: If there is no explicit constructor declared in a class, Java inserts a default constructor.

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- ##### Part 2 : Working with inherited classes
- Apparent and Real Types (and Casting)
 - Syntax vs Semantics

Apparent & Real Types (and Casting)

- Real type of a variable
 - The type of the object it's referring to.
- Apparent type of a variable:
 - The type of the variable..._ _
 - Used to tell if a reference is legal (if not, program won't compile.)
 - `v.field / v.method(...)` is legal only if field / method() is defined in or inherited by the apparent class of `v`.
- Casting: changing of the apparent type
 - What are the restrictions?*

Syntax VS Semantics

- The validity of a statement should be checked by:
 - SYNTAX (grammar; rules for legal programs)
 - SEMANTICS (meaning; how legal programs are executed).
- Ex) Assess the following statements:
 - `a == b`
 - `a.equals(b)`

What makes one correct, but not the other?



Running Example!

- Dr Java* ☺