Interfaces & Types

Lecture 4
CS2110 – Fall 2008
Interfaces

• What is an interface? Informally, it is a specification of how an agent interacts with the outside world.

• Java has a construct called interface which is used formally for this purpose:
  – an interface describes how a class interacts with its clients
  – method names, argument/return types, fields
Java interface

interface IPuzzle {
    void scramble();
    int tile(int r, int c);
    boolean move(char d);
}

class IntPuzzle implements IPuzzle {
    public void scramble() {...}
    public int tile(int r, int c) {...}
    public boolean move(char d) {...}
}

- name of interface: `IPuzzle`
- a class implements this interface by implementing public instance methods as specified in the interface
- the class may implement other methods
Notes

• An interface is not a class!
  – cannot be instantiated
  – incomplete specification

• class header must assert implements I for Java to recognize that the class implements interface I

• A class may implement several interfaces:
  ```java
class X implements IPuzzle, IPod {...}
```
Why an interface construct?

• good software engineering
  – specify and enforce boundaries between different parts of a team project

• can use interface as a type
  – allows more generic code
  – reduces code duplication
Why an *interface* construct?

- Lots of examples in Java

```java
Map<String, Command> h = new HashMap<String, Command>();

List<Object> t = new ArrayList<Object>();

Set<Integer> s = new HashSet<Integer>();
```
Example of code duplication

• Suppose we have two implementations of puzzles:
  – class IntPuzzle uses an int to hold state
  – class ArrayPuzzle uses an array to hold state

• Say the client wants to use both implementations
  – perhaps for benchmarking both implementations to pick the best one
  – client code has a display method to print out puzzles

• What would the display method look like?
class Client{
    IntPuzzle p1 = new IntPuzzle();
    ArrayPuzzle p2 = new ArrayPuzzle();
    ...display(p1)...display(p2)...
Observation

• Two display methods are needed because `IntPuzzle` and `ArrayPuzzle` are different types, and parameter `p` must be one or the other

• but the code inside the two methods is identical!
  – code relies only on the assumption that the object `p` has an instance method `tile(int, int)`

• Is there a way to avoid this code duplication?
One Solution — Abstract Classes

abstract class Puzzle {
    abstract int tile(int r, int c);
    ...
}
class IntPuzzle extends Puzzle {
    public int tile(int r, int c) {...}
    ...
}
class ArrayPuzzle extends Puzzle {
    public int tile(int r, int c) {...}
    ...
}

public static void display(Puzzle p){
    for (int r = 0; r < 3; r++)
        for (int c = 0; c < 3; c++)
            System.out.println(p.tile(r,c));
}
Another Solution — Interfaces

```java
interface IPuzzle {
    int tile(int r, int c);
    ...
}

class IntPuzzle implements IPuzzle {
    public int tile(int r, int c) {...}
    ...
}

class ArrayPuzzle implements IPuzzle {
    public int tile(int r, int c) {...}
    ...
}

class Client {
    public static void display(IPuzzle p) {
        for (int r = 0; r < 3; r++)
            for (int c = 0; c < 3; c++)
                System.out.println(p.tile(r,c));
    }
}
```
• interface names can be used in type declarations
  – `IPuzzle p1, p2;`

• a class that implements the interface is a **subtype** of the interface type
  – `IntPuzzle` and `ArrayPuzzle` are subtypes of `IPuzzle`
  – `IPuzzle` is a supertype of `IntPuzzle` and `ArrayPuzzle`
• Unlike classes, types do not form a tree!
  – a class may implement several interfaces
  – an interface may be implemented by several classes
Extending a Class vs Implementing an Interface

• A class can
  – implement many interfaces, but
  – extend only one class

• To share code between two classes
  – put shared code in a common superclass
  – interfaces cannot contain code
Static vs Dynamic Types

• Every variable (more generally, every expression that denotes some kind of data) has a *static* or compile-time type
  – derived from declarations – you can see it
  – known at compile time, without running the program
  – does not change

• Every object has a *dynamic* or runtime type
  – obtained when the object is created using **new**
  – not known at compile time – you can’t see it

* Warning! No relation to Java keyword **static**
Example

```java
int i = 3, j = 4;
Integer x = new Integer(i+3*j-1);
System.out.println(x.toString());
```

- **Static type** of the variables `i, j` and the expression `i+3*j-1` is `int`

- **Static type** of the variable `x` and the expression `new Integer(i+3*j-1)` is `Integer`

- **Static type** of the expression `x.toString()` is `String` (because `toString()` is declared in the class `Integer` to have return type `String`)

- **Dynamic type** of the object created by the execution of `new Integer(i+3*j-1)` is `Integer`
Reference vs Primitive Types

• Reference types
  – classes, interfaces, arrays
  – E.g.: Integer

• Primitive types
  – int, long, short, byte, boolean, char, float, double
Why Both \texttt{int} and \texttt{Integer}? 

- Some data structures work only with reference types (\texttt{Hashtable}, \texttt{Vector}, \texttt{Stack}, ...)

- Primitive types are more efficient
  
  \begin{verbatim}
  for (int i = 0; i < n; i++) {...}
  \end{verbatim}
Upcasting and Downcasting

- Applies to reference types only
- Used to assign the value of an expression of one (static) type to a variable of another (static) type
  - upcasting: subtype $\rightarrow$ supertype
  - downcasting: supertype $\rightarrow$ subtype

- A crucial invariant:

  If during execution, an expression $E$ is ever evaluated and its value is an object $O$, then the dynamic type of $O$ is a subtype of the static type of $E$. 
Upcasting

• Example of upcasting:

```
Object x = new Integer(13);
```

  – static type of expression on rhs is `Integer`
  – static type of variable `x` on lhs is `Object`
  – `Integer` is a subtype of `Object`, so this is an upcast

• static type of expression on rhs must be a subtype of static type of variable on lhs – compiler checks this

• upcasting is always type correct – preserves the invariant automatically
Downcasting

• Example of downcasting:

   \[
   \text{Integer } x = (\text{Integer})y;
   \]

   – static type of \(y\) is \textbf{Object} (say)
   – static type of \(x\) is \textbf{Integer}
   – static type of expression \((\text{Integer})y\) is \textbf{Integer}
   – \textbf{Integer} is a subtype of \textbf{Object}, so this is a \textbf{downcast}

• In any downcast, \textbf{dynamic type} of object must be a subtype of \textbf{static type} of cast expression

• runtime check, \textbf{ClassCastException} if failure

• needed to maintain invariant (and \textit{only} time it is needed)
Is the Runtime Check Necessary?

Yes, because dynamic type of object may not be known at compile time

```java
void bar() {
    foo(new Integer(13));
}

void foo(Object y) {
    int z = ((Integer)y).intValue();
    String("x")
    ...
}
```
Upcasting with Interfaces

• Java allows up-casting:
  \[\text{IPuzzle } p1 = \text{new ArrayPuzzle}();\]
  \[\text{IPuzzle } p2 = \text{new IntPuzzle}();\]

• Static types of right-hand side expressions are \text{ArrayPuzzle} and \text{IntPuzzle}, resp.

• Static type of left-hand side variables is \text{IPuzzle}

• Rhs static types are subtypes of lhs static type, so this is ok
Why Upcasting?

• Subtyping and upcasting can be used to avoid code duplication

• Puzzle example: you and client agree on interface IPuzzle

```java
interface IPuzzle {
    void scramble();
    int tile(int r, int c);
    boolean move(char d);
}
```
interface IPuzzle {
    int tile(int r, int c);
    ...
}

class IntPuzzle implements IPuzzle {
    public int tile(int r, int c) {...}
    ...
}

class ArrayPuzzle implements IPuzzle {
    public int tile(int r, int c) {...}
    ...
}

public static void display(IPuzzle p){
    for (int r = 0; r < 3; r++)
        for (int c = 0; c < 3; c++)
            System.out.println(p.tile(r,c));
}
Method Dispatch

• Which \texttt{tile} method is invoked?
  – depends on \texttt{dynamic type} of object \texttt{p} (\texttt{IntPuzzle} or \texttt{ArrayPuzzle})
  – we don't know what it is, but whatever it is, we know it has a \texttt{tile} method (since any class that implements \texttt{IPuzzle} must have a \texttt{tile} method)
Method Dispatch

public static void display(IPuzzle p) {
    for (int row = 0; row < 3; row++)
        for (int col = 0; col < 3; col++)
            System.out.println(p.tile(row, col));
}

• Compile-time check: does the static type of p (namely IPuzzle) have a tile method with the right type signature? If not → error

• Runtime: go to object that is the value of p, find its dynamic type, look up its tile method

• The compile-time check guarantees that an appropriate tile method exists
Note on Casting

• Up- and downcasting merely allow the object to be viewed at compile time as a different static type
• Important: when you do a cast, either up or down, nothing changes
  – not the dynamic type of the object
  – not the static type of the expression
Another Use of Upcasting

Heterogeneous Data Structures

- Example:

  ```java
  IPuzzle[] pzls = new IPuzzle[9];
pzls[0] = new IntPuzzle();
pzls[1] = new ArrayPuzzle();
  ```

- expression `pzls[i]` is of type `IPuzzle`

- objects created on right hand sides are of subtypes of `IPuzzle`
Java `instanceof`

- Example:
  ```java
defif (p instanceof IntPuzzle) {...}
  ```

- `true` if dynamic type of `p` is a subtype of `IntPuzzle`

- Usually used to check if a downcast will succeed
void twist(IPuzzle[] pzls) {
    for (int i = 0; i < pzls.length; i++) {
        if (pzls[i] instanceof IntPuzzle) {
            IntPuzzle p = (IntPuzzle)pzls[i];
            p.twist();
        }
    }
}
void moveAll(IPuzzle[] pzls) {
    for (int i = 0; i < pzls.length; i++) {
        if (pzls[i] instanceof IntPuzzle)
            ((IntPuzzle)pzls[i]).move("N");
        else ((ArrayPuzzle)pzls[i]).move("N");
    }
}

void moveAll(IPuzzle[] pzls) {
    for (int i = 0; i < pzls.length; i++)
        pzls[i].move("N");
}
Subinterfaces

• Suppose you want to extend the interface to include more methods
  – IPuzzle: scramble, move, tile
  – ImprovedPuzzle: scramble, move, tile, samLoyd

• Two approaches
  – start from scratch and write an interface
  – extend the IPuzzle interface
interface IPuzzle {
    void scramble();
    int tile(int r, int c);
    boolean move(char d);
}

interface ImprovedPuzzle extends IPuzzle {
    void samLoyd();
}

- **IPuzzle** is a superinterface of **ImprovedPuzzle**
- **ImprovedPuzzle** is a subinterface of **IPuzzle**
- **ImprovedPuzzle** is a subtype of **IPuzzle**
- An interface can extend multiple superinterfaces
- A class that implements an interface must implement all methods declared in all superinterfaces
interface C extends A,B {...}
class F extends D implements A {...}
class E extends D implements A,B {...}
Conclusion

• Interfaces have two main uses
  – software engineering: good fences make good neighbors
  – subtyping

• Subtyping is a central idea in modern programming languages
  – inheritance and interfaces are two methods for creating subtype relationships