CS100J 01 March 2005 Casting About

- 1. Casting between classes
- Casting between classes
 Apparent and real classes.
- 3. Operator instanceof
- 4. The class hierarchy
- 5. function equals
 - Study Secs 4.2 and 4.3 in text

Procrastination

Leave nothing for to-morrow that can be done to-day. Lincoln

How does a project get a year behind schedule? One day at a time. Fred Brooks

I don't wait for moods. You accomplish nothing if you do that. Your mind must know it has got to get down to work. Pearl S. Buck

When I start a new project, I procrastinate immediately so that I have more time to catch up. Gries

Buy a poster with the procrastinator's creed here: http://www.art.com/asp/sp-asp/_/pd--10001845/Procrastinators_Creed.htm

Class Animal

```
We put each method on
                                                       one line to save space on
public class Animal {
                                                       the slide. Don't do it in
  private String name; // name of the animal
                                                       your program.
  private int age;
                       // age of animal
  /** Constructor: an Animal with name n, age a */
                                                      a0
  public Animal(String n, int a) { name= n; age= a; }
                                                                       Animal
  /** = "this Animal is older than h" */
                                                       name
  public boolean isOlder(Animal h)
   { return this.age > h.age; }
                                                       age
                                                        Animal(String, int)
  /** = the noise that the animal makes --
                                                       isOlder(Animal)
         "" in class Animal */
                                                       getNoise()
  public String getNoise () { return ""; }
                                                       getName()
  /** = the name of this Animal */
                                                       toString()
  public String getName() { return name; }
  /** = a description of this Animal */
  public String toString() { return "Animal " + name + ", age " + age; }
```

Class Cat

```
/** An instance is a cat */
                                                        a0
public class Cat extends Animal{
  /** Constructor: a Cat with name n and age a */
                                                                       Animal
  public Cat(String n, int a) { super(n, a); }
                                                        name
  /** = the noise this at makes */
                                                        age
  public String getNoise() { return "meow"; }
                                                        Animal(String, int)
                                                        isOlder(Animal)
      = a description of this Dog */
                                                        getNoise()
  public String toString() {
                                                        getName()
     return super.toString() + ", noise " + getNoise();
                                                        toString()
                                                                           Cat
  /** = weight of Cat */
  public int getWeight() { return 20; }
                                                          Cat(String, int)
                                                          getNoise()
                                                          toString()
                                                          getWeight()
```

Casting up the class hierarchy

You know about casts like

(int) (5.0 / 7.5)

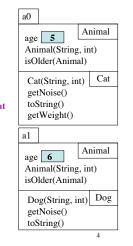
(double) 6

double d= 5; // automatic cast

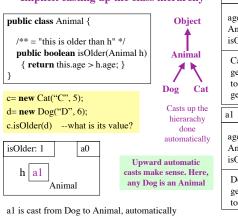
Dog Cat

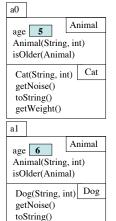
We now discuss casts up and down the class hierarchy.

Animal h= new Cat("N", 5); Cat c= (Cat) h;



Implicit casting up the class hierarchy





Implicit casting up the class hierarchy a1 public class Animal { Animal /** = "this is older than h" */ age 6 Animal(String, int) public boolean isOlder(Animal h) { return this.age > h.age; } isOlder(Animal) $Dog(String,\,int) \bigg \lfloor \ Dog$ getNoise() c= new Cat("C", 5); toString() d= **new** Dog("D", 6); Real type of h: Dog (type of object c.isOlder(d) --what is its value? a1) isOlder: 1 Semantic property. The class-type h a1 of the folder whose name is currently in h. Animal Two new terms to learn! Apparent type of h. Syntactic property. The type with which h is defined.

