

# 5COSC019W - OBJECT ORIENTED PROGRAMMING

## Lecture 2: More on Classes

Dr Dimitris C. Dracopoulos

*email:* d.dracopoulos@westminster.ac.uk

### 1 Constructing Objects

Objects of a class are created by calling the *constructor* of the class with the `new` operator.

- Constructors are methods of the class and they always have the same name with the class itself.
- A class can have more than one constructors. Each one of them must have a different number and/or type of parameters.

*Syntax:*

```
new ClassName(parameters)
```

Note, that if no constructor is explicitly defined for a class, then the compiler will synthesise a default no-argument constructor, which can be used to create objects of the class. This will happen, only if no constructor is defined at all for a class. A zero-argument constructor will not be created by default, if a programmer defines a constructor with one or more arguments.

#### 1.1 Constructor Example: The Rectangle Library class

The `Rectangle` class is defined in the Java library (package `java.awt`).

- A `Rectangle` object contains a set of numbers, specifying an area in a coordinate space by its top-left point  $(x, y)$ , its width, and its height.

```
Rectangle r1 = new Rectangle(5, 10, 20, 30);
```

In the above code:

1. The constructor of the `Rectangle` class accepting four `ints` as parameters is called, to create a `Rectangle` object.
2. The created object has a top left corner at (5,10), and has a width equal to 20 and a height equal to 30.
3. The created object is returned, and it is stored (its address) in variable `r1`.

To find out what constructors are available for a class, the documentation for the class must be consulted or the code for the class be examined.

An alternative constructor of the `Rectangle` class could be called to create an object:

```
Rectangle r2 = new Rectangle();
```

The no-arguments constructor, creates a `Rectangle` object whose top-left corner is at (0, 0) in the coordinate space, and whose width and height are both zero.

## 2 Packages

Classes (including library classes) belong to a *package*. Thus, a package is a collection of classes.

- To be able to use a class belonging to a package in a program, the class must first be imported in the program. There are two ways to do that:
  1. Import all the classes of the package into the program, e.g.

```
import java.awt.*;
```
  2. Import only the class that needs to be used, e.g.

```
import java.awt.Rectangle;
```

Note that the approach of importing all the classes of a package into a program, does not incur more overhead than the approach of importing a single class. This is because the Java Virtual Machine will actually load a class only when it is needed.

### Example

```
import java.awt.Rectangle;

public class MoveTester {
    public static void main(String[] args) {
        Rectangle box = new Rectangle(5, 10, 20, 30);

        // Move the rectangle
        box.translate(15, 25);

        // Print information about the moved rectangle
        System.out.println("After moving, the top-left corner is:");
        System.out.println(box.getX() + ", " + box.getY());
    }
}
```

Note that in the last statement of the above program, the + operator is applied into strings. The operator creates a new `String` object which contains the concatenation of the characters in its `String` arguments.

### 3 Implementing Classes

Implement a class which simulates a bank account. The following operations must be available (abstraction mechanism for describing a real bank account):

- Deposit money.
- Withdraw money.
- Get the current balance.

```
/**
 * A bank account has a balance that can be changed by
 * deposits and withdrawals.
 */
public class BankAccount {
    private double balance;

    /**
     * Constructs a bank account with a zero balance.
     */
    public BankAccount()
    {
        balance = 0;
    }

    /**
     * Constructs a bank account with a given balance.
     * @param initialBalance the initial balance
     */
    public BankAccount(double initialBalance)
    {
        balance = initialBalance;
    }

    /**
     * Deposits money into the bank account.
     * @param amount the amount to deposit
     */
    public void deposit(double amount)
    {
        double newBalance = balance + amount;
        balance = newBalance;
    }
}
```

```

/**
    Withdraws money from the bank account.
    @param amount the amount to withdraw
*/
public void withdraw(double amount)
{
    double newBalance = balance - amount;
    balance = newBalance;
}

/**
    Gets the current balance of the bank account.
    @return the current balance
*/
public double getBalance()
{
    return balance;
}
}

```

## 4 Testing a Class

The following code illustrates how the implemented `BankAccount` class functionality can be tested. This is done by using another class which creates `BankAccount` objects and calls methods on them.

```

/**
    A class to test the BankAccount class.
*/
public class BankAccountTester {
    /**
        Tests the methods of the BankAccount class.
        @param args not used
    */
    public static void main(String[] args) {
        BankAccount harrysChecking = new BankAccount();
        harrysChecking.deposit(2000);
        harrysChecking.withdraw(500);
        System.out.println(harrysChecking.getBalance());

        BankAccount harrysSavings = new BankAccount(100);
        harrysSavings.withdraw(30);
        harrysSavings.withdraw(10);
        harrysSavings.deposit(20);
        double balance = harrysSavings.getBalance();
        System.out.println("Savings account balance: " + balance);
    }
}

```

```
}  
}
```

When the above program is run, it displays:

```
1500.0  
Savings account balance: 80.0
```

## 5 Overloading Methods

A class can have more than one methods with the same name, assuming that these methods have a different signature.

- The signature of a method consists of the combination of its name and its arguments (the specific order, number and type of arguments)

Note that both ordinary methods and constructors can be overloaded.

### Example:

```
public class Printer {  
    int errorCode;  
  
    // constructor 1  
    public Printer() {  
        System.out.println("Constructor with no arguments called!");  
    }  
  
    // constructor 2  
    public Printer(int i) {  
        errorCode = i;  
        System.out.println("Constructor with an int argument called!");  
    }  
  
    public void display() {  
        System.out.println(errorCode);  
    }  
  
    public void display(int i) {  
        System.out.println(i);  
    }  
  
    public void display(String s) {  
        System.out.println(s);  
    }  
}
```

```

public void display(int i, String s) {
    System.out.println(i + s);
}

public void display(String s, int i) {
    System.out.println(i + s);
}
}

```

Note that the order of arguments is part of the signature of a method. Thus, both `display(int, String)` and `display(String, int)` can be present in class `Printer` because they are methods with different signatures (and the same name, i.e. `display` is overloaded).

## 6 Inheritance

Hierarchies of classes can be created. This is desirable for the following reasons:

- Reusability of code (reusing the functionality of existing classes).
- Code is easier to maintain.
- Polymorphic behaviour (objects are manipulated via reference variables of the base class).

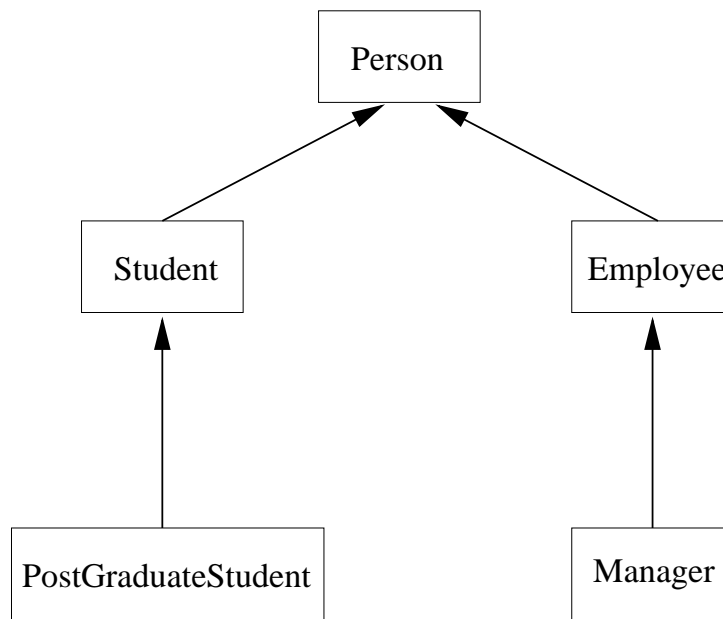


Figure 1: A inheritance tree of classes in UML form.

Figure 1 shows a hierarchy of classes in UML representation (UML is a modelling language for object oriented programming). A `Student` is a `Person` and a `PostgraduateStudent` is a `Student`. Similarly, `Employee` is a `Person` and `Manager` is an `Employee`.

Notice that the *is-a* attribute is characteristic for the relationship of a class with its parent class.

Student is a subclass (or child class) of Person, and Person is a superclass (or parent class) of Student.

Note that unlike C++, Java does not support multiple inheritance, i.e. a class can only inherit from a single other class.

## 6.1 Example:

```
class Person {
    private String name;

    public Person() {

    }

    public Person(String name1) {
        name = name1;
    }

    // initialise the name instance field of the object
    public void setName(String name) {
        /* this is a shortcut for the object we are currently in.
           Thus, this.name is the instance field name within the
           current object */
        this.name = name;
    }

    // prints all information about the object
    public void info() {
        System.out.println("\nname: " + name);
    }
}

class Student extends Person {
    private String school;

    public Student(String school, String name) {
        this.school = school;
        setName(name);
    }

    // prints all information about the object
    public void info() {
        // call info() method of Person class
        super.info();
        System.out.println("school: " + school);
    }
}
```

```

class PostGraduateStudent extends Student {
    private String firstDegree; // what the first degree was on

    public PostGraduateStudent(String school, String name, String degree) {
        super(school, name); // call constructor of parent class
        firstDegree = degree;
    }

    public void info() {
        super.info(); // call info() method of the parent class
        System.out.println("firstDegree: " + firstDegree);
    }
}

public class University {
    public static void main(String[] args) {
        Student s1 = new Student("IC", "John");
        Student s2 = new Student("MIT", "Helen");
        PostGraduateStudent s3 = new PostGraduateStudent("Westminster", "George", "music");

        s1.info();
        s2.info();
        s3.info();
    }
}

```

When the above program is run, it displays:

```

name: John
school: IC

```

```

name: Helen
school: MIT

```

```

name: George
school: Westminster
firstDegree: music

```

A subclass inherits from the parent class:

- All its methods.
- All its fields

Part of a subclass object is an object of the parent class, i.e. an subclass object contains a parent class object.

For example, although class `Student` does not contain a method `setName`, it is able to call the method, as it inherits it from the parent class `Person`. This is illustrated in the above code.



- Although a subclass inherits the fields and methods of the superclass, this does not mean that it can access these fields and methods directly. Private fields and methods of a superclass, can only be accessed by the subclass via calling public (or protected) methods of the superclass accessing them.

Field `name` is `private` in class `Person`. The field is inherited by subclass `Student` which cannot access it directly because of its privateness. However, it can be indirectly accessed by calling the `public` method `setName` found in the parent class `Person`, which assigns the field a value.

More details about what fields and methods of a class can be accessed by another class, will be described in Section “Access Specifiers”.

In the `University` example, the `this` keyword is used. The `this` keyword refers to the object we are currently in. Therefore `this.name` accesses the `name` instance field of the current object, and `this.foo()` calls method `foo` on the current object (`foo` is synonymous to `this.foo()`).

The `this` keyword can also be used to call alternative constructors of the same class from inside a different constructor. Such a call must be the first statement in a constructor. For example in the code below, the call `this(y)` inside `D(String, int)`, calls the `D(String)` constructor of the class:

```
class D {
    String s;
    int i;

    public D(String x) {
        s = x;
    }

    public D(String y, int p) {
        this(y); // calls D(String)
        i = p;
    }
}
```

## 7 Overriding Methods

When a class defines a method with the same signature as a method in a parent class, the method is overridden in the subclass<sup>1</sup>.

In the example of the previous section:

- `Student` overrides the `info` method with its own implementation (initially it inherits the `Person` version of `info`).
- `PostGraduateStudent` overrides the `info` method with its own implementation (initially it inherits the `Student` version of `info`).

Contrast *overriding* with *overloading* described in a set of previous lecture notes.

---

<sup>1</sup>The signature of a method consists of its name and the number, type, order of its arguments.

## 8 The super keyword

The super keyword can be used for three purposes:

- To call a constructor of the parent class. In such a case, the super call must be the first statement in the constructor of the subclass:

```
public PostGraduateStudent(String school, String name, String degree) {
    super(school, name);
    firstDegree = degree;
}
```

The first line in the above constructor, calls the constructor `Student(String, String)` of the parent class.

- To call any method of the parent class, even if that method is overridden in the current class. There is no need to have such a call as the first statement in a method.
- To access a field of the parent class. For example, `super.x` in class B accesses the A instance field x:

```
class A {
    public int x;
}

class B extends A {
    public int x;

    void foo() {
        int y = super.x; // accesses x within A, NOT x in B!
    }
}
```

Note that super keywords cannot be combined together. Thus, `super.super.x` in an attempt to access field x of the grandparent class will produce a compiler error.