Abstract Classes and Interfaces

CSE160: Computer Science A: Honors

Paul Fodor

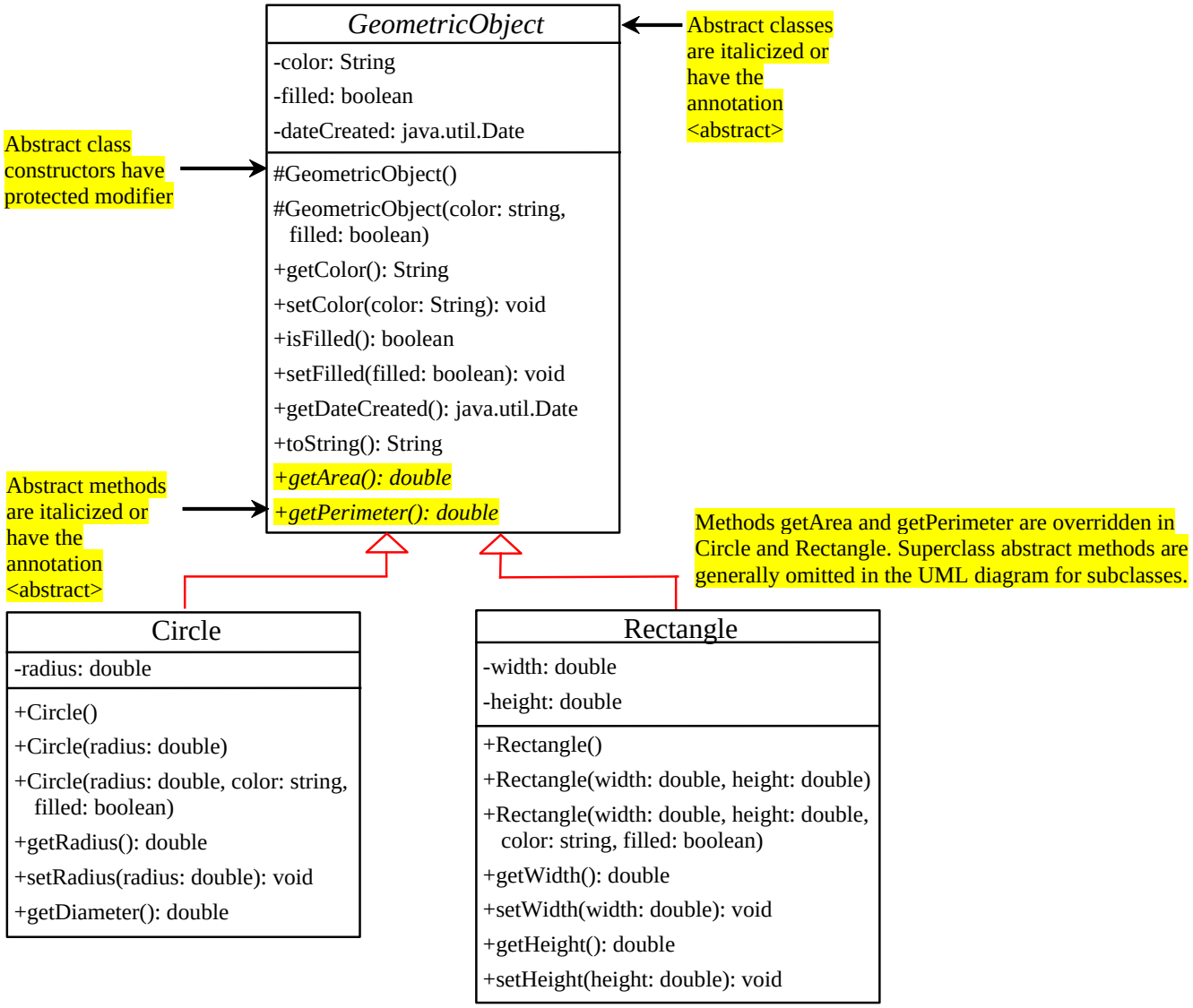
Stony Brook University

http://www.cs.stonybrook.edu/~cse160

Contents

- Abstract Classes and Abstract Methods
  - abstract methods and constraints on the subclasses of abstract classes
  - *abstract* classes as types
  - The abstract Calendar class and its GregorianCalendar subclass
- Interfaces:
  - Defining and Implementing Interfaces
  - The **`Comparable`** Interface
    - Writing a generic **`max`** Method
    - Defining Classes to Implement **`Comparable`**
  - The **`Cloneable`** Interface
    - Implementing the **`Cloneable`** Interface
    - Shallow vs. Deep Copy
  - Interfaces vs. Abstract Classes
  - Interface Inheritance
    - Conflicting interfaces

Abstract Classes and Abstract Methods



```
public abstract class GeometricObject {
  private String color = "white";
  private boolean filled;
  private java.util.Date dateCreated;
  protected GeometricObject() {
    dateCreated = new java.util.Date();
  }
  protected GeometricObject(String color, boolean filled) {
    dateCreated = new java.util.Date();
    this.color = color;
    this.filled = filled;
  }
  public String getColor() {   return color;  }
  public void setColor(String color) {  this.color = color;  }
  public boolean isFilled() {   return filled;  }
  public void setFilled(boolean filled) {  this.filled = filled;  }
  public java.util.Date getDateCreated() {   return dateCreated;  }
  public String toString() {
    return "created on " + dateCreated + "\ncolor: " + color +
      " and filled: " + filled;
  }
  /** Abstract method getArea */
  public abstract double getArea();
  /** Abstract method getPerimeter */
  public abstract double getPerimeter();
}
```

```
public class Circle extends GeometricObject {
  private double radius;
  public Circle() {   }
  public Circle(double radius) {
    this.radius = radius;
  }
  public double getRadius() {
    return radius;
  }
  public void setRadius(double radius) {
    this.radius = radius;
  }
  public double getArea() {
    return radius * radius * Math.PI;
  }
  public double getPerimeter() {
    return 2 * radius * Math.PI;
  }
  public double getDiameter() {
    return 2 * radius;
  }
}
```

```
public class Rectangle extends GeometricObject {
  private double width;
  private double height;
  public Rectangle() {
    // super();
  }
  public Rectangle(double width, double height) {
    this();
    this.width = width;
    this.height = height;
  }
  public Rectangle(double width, double height, String color,
      boolean filled) {
    super(color,filled);
    this.width = width;
    this.height = height;
  }
  public double getWidth() {    return width;  }
  public void setWidth(double width) {     this.width = width;  }
  public double getHeight() {    return height;  }
  public void setHeight(double height) {    this.height = height;  }
  public double getArea() {
    return width * height;
  }
  public double getPerimeter() {
    return 2 * (width + height);
  }
}
```

```
public class TestGeometricObject1 {
  public static void main(String[] args) {
    // Declare and initialize two geometric objects
    GeometricObject geoObject1 = new Circle(5);
    GeometricObject geoObject2 = new Rectangle(5, 3);
    // Display circle
    displayGeometricObject(geoObject1);
    // Display rectangle
    displayGeometricObject(geoObject2);
    System.out.println("The two objects have the same area? " +
       equalArea(geoObject1, geoObject2));
  }

  /** A method for displaying a geometric object */
  public static void displayGeometricObject(GeometricObject object) {
    System.out.println(object); // object.toString()
    System.out.println("The area is " + object.getArea());
    System.out.println("The perimeter is " + object.getPerimeter());
  }

  /** A method for comparing the areas of two geometric objects */
  public static boolean equalArea(GeometricObject object1,
      GeometricObject object2) {
    return object1.getArea() == object2.getArea();
  }
}
```

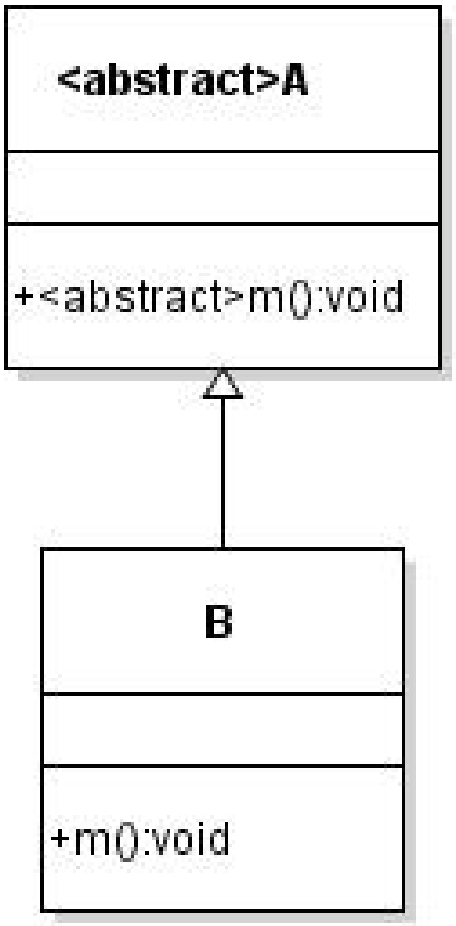
abstract methods in *abstract* classes

- An abstract method can only be contained in an abstract class.
- It is possible to define an abstract class that contains no abstract methods.
  - **This class is used as a base class for defining new subclasses.**

subclasses of abstract classes

- In a nonabstract (also called concrete) subclass extended from an abstract super-class, all the abstract methods MUST be implemented.

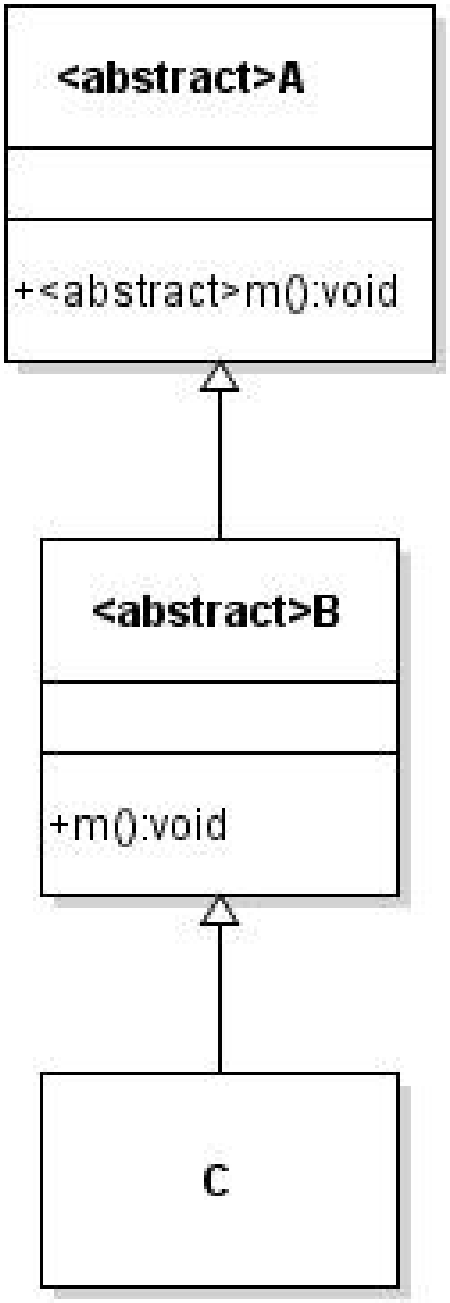
```
abstract class A {
  abstract void m();
}
class B extends A {
  void m(){
  }
}
```



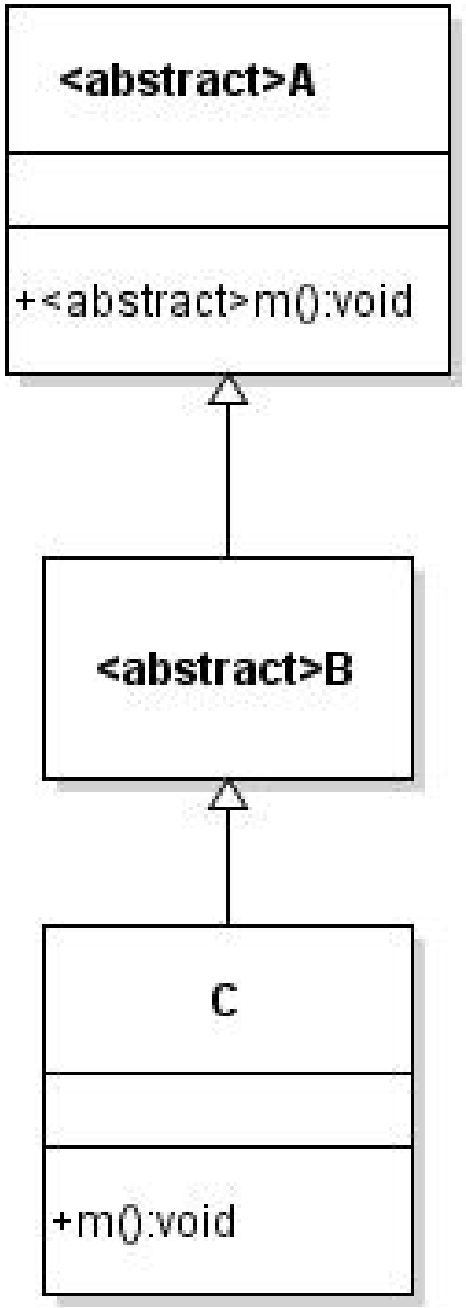
subclasses of abstract classes

- In an abstract subclass extended from an abstract super-class, we can choose:
  - to implement the inherited abstract methods OR
  - to postpone the constraint to implement the abstract methods to its nonabstract subclasses.

```
abstract class A {
    abstract void m();
}

abstract class B extends A {
    void m(){
    }
}

class C extends B {

}
```

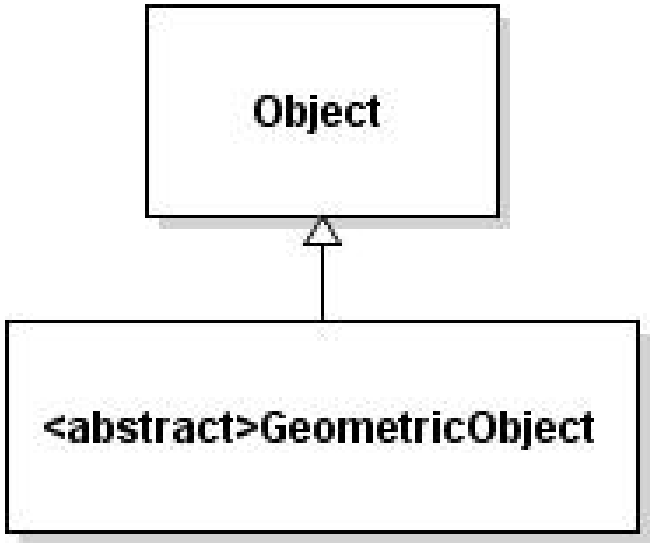


```
abstract class A{
     abstract void m();
}

abstract class B extends A{

}

public class C extends B {
     void m(){
     }
}
```



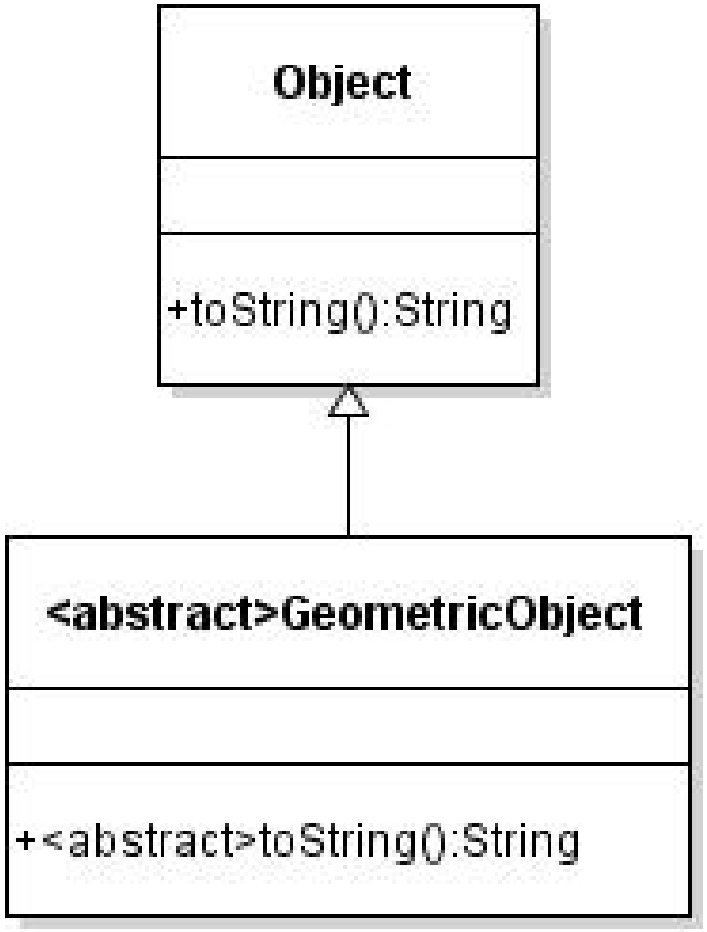
abstract classes

- A subclass can be abstract even if its superclass is concrete.
  - For example, the **`Object`** class is concrete, but a subclass, **`GeometricObject`**, is abstract



abstract classes

- A subclass can override a method from its concrete superclass to define it ***abstract***
  - useful when we want to **force** its subclasses to implement that method, or
  - the implementation of the method in the superclass is invalid in the subclass



abstract classes

- An object **cannot** be created from abstract class:
  - An abstract class cannot be instantiated using the **`new`** operator:

```
GeometricObject o =
    new GeometricObject();
```

  - We still define its constructors, which are invoked in the constructors of its subclasses through **constructor chaining**.
    - For instance, the constructors of **`GeometricObject`** are invoked by the constructors in the **`Circle`** and the **`Rectangle`** classes.

abstract classes as types

- An abstract class can be **used as a data type**:

```
GeometricObject o = new Circle(2);
```

- We can also create an array whose elements are of the abstract **GeometricObject** type:

```
GeometricObject[] geo =
    new GeometricObject[10];
```

  - There are only **null** reference elements in the array until they are initialized with concrete objects:

```
geo[0] = new Circle();
geo[1] = new Rectangle();
...
```

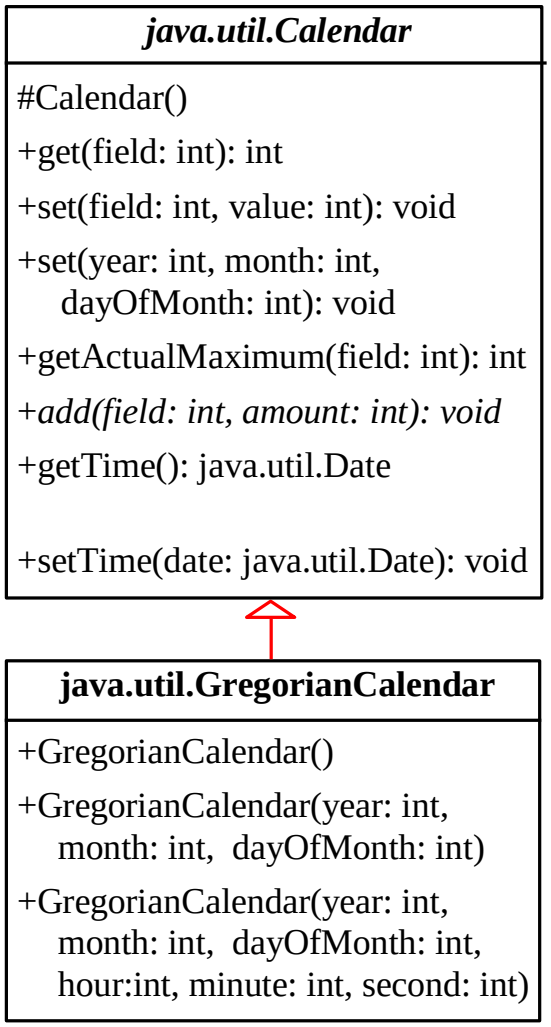
The *abstract* Calendar class and its GregorianCalendar subclass

- An instance of **`java.util.Date`** represents a specific instant in time with millisecond precision
- **`java.util.Calendar`** is an abstract base class for extracting detailed information such as **`year`**, **`month`**, **`date`**, **`hour`**, **`minute`** and **`second`** from a **`Date`** object for a specific calendar
  - Subclasses of **`Calendar`** can implement specific calendar systems such as Gregorian calendar, Lunar Calendar, etc.
    - **`java.util.GregorianCalendar`** is for the modern Gregorian calendar

The GregorianCalendar Class

- Java API for the **`GregorianCalendar`** class:
  http://docs.oracle.com/javase/8/docs/api/java/util/GregorianCalendar.html
  - **`new GregorianCalendar()`** constructs a default **`GregorianCalendar`** with the current time
  - **`new GregorianCalendar(year, month, date)`** constructs a **`GregorianCalendar`** with the specified **`year`**, **`month`**, and **`date`**
    - The **`month`** parameter is 0-based, i.e., 0 is for January, 1 is for February, …, 11 is for December.

The *abstract* Calendar class and its GregorianCalendar subclass



Constructs a default calendar.

Returns the value of the given calendar field.

Sets the given calendar to the specified value.

Sets the calendar with the specified year, month, and date. The month parameter is 0-based, that is, 0 is for January.

Returns the maximum value that the specified calendar field could have.

Adds or subtracts the specified amount of time to the given calendar field.

Returns a Date object representing this calendar's time value (million second offset from the Unix epoch).

Sets this calendar's time with the given Date object.

Constructs a GregorianCalendar for the current time.

Constructs a GregorianCalendar for the specified year, month, and day of month.

Constructs a GregorianCalendar for the specified year, month, day of month, hour, minute, and second. The month parameter is 0-based, that is, 0 is for January.

The get Method in the Calendar Class

- The get(int field) method defined in the Calendar class is useful to extract the date and time information from a Calendar object.
- The fields are defined as constants in Calendar, as shown in the following:

Constant	Description
YEAR	The year of the calendar.
MONTH	The month of the calendar with 0 for January.
DATE	The day of the calendar.
HOUR	The hour of the calendar (12-hour notation).
HOUR_OF_DAY	The hour of the calendar (24-hour notation).
MINUTE	The minute of the calendar.
SECOND	The second of the calendar.
DAY_OF_WEEK	The day number within the week with 1 for Sunday.
DAY_OF_MONTH	Same as DATE.
DAY_OF_YEAR	The day number in the year with 1 for the first day of the year.
WEEK_OF_MONTH	The week number within the month.
WEEK_OF_YEAR	The week number within the year.
AM_PM	Indicator for AM or PM (0 for AM and 1 for PM).

```
import java.util.*;
public class TestCalendar {
  public static void main(String[] args) {
    // Construct a Gregorian calendar for the current date and time
    Calendar calendar = new GregorianCalendar();
    System.out.println("Current time is " + new Date());
    System.out.println("YEAR:\t" + calendar.get(Calendar.YEAR));
    System.out.println("MONTH:\t" + calendar.get(Calendar.MONTH));
    System.out.println("DATE:\t" + calendar.get(Calendar.DATE));
    System.out.println("HOUR:\t" + calendar.get(Calendar.HOUR));
    System.out.println("HOUR_OF_DAY:\t" + calendar.get(Calendar.HOUR_OF_DAY));
    System.out.println("MINUTE:\t" + calendar.get(Calendar.MINUTE));
    System.out.println("SECOND:\t" + calendar.get(Calendar.SECOND));
    System.out.println("DAY_OF_WEEK:\t" + calendar.get(Calendar.DAY_OF_WEEK));
    System.out.println("DAY_OF_MONTH:\t" + calendar.get(Calendar.DAY_OF_MONTH));
    System.out.println("DAY_OF_YEAR: " + calendar.get(Calendar.DAY_OF_YEAR));
    System.out.println("WEEK_OF_MONTH: " + calendar.get(Calendar.WEEK_OF_MONTH));
    System.out.println("WEEK_OF_YEAR: " + calendar.get(Calendar.WEEK_OF_YEAR));
    System.out.println("AM_PM: " + calendar.get(Calendar.AM_PM));
    // Construct a calendar for January 1, 2030
    Calendar calendar1 = new GregorianCalendar(2030, 0, 1);
    System.out.println("January 1, 2030 is a " +
      dayNameOfWeek(calendar1.get(Calendar.DAY_OF_WEEK)) );
  }
  public static String dayNameOfWeek(int dayOfWeek) {
    switch (dayOfWeek) {
      case 1: return "Sunday"; case 2: return "Monday"; case 3: return "Tuesday";
      ... case 7: return "Saturday";
      default: return null;
    }}}
```

Interfaces

- An ***interface*** is a class-like construct that contains only abstract methods and constants.
- Why is an interface useful?
  - An interface is similar to an abstract class, but the intent of an interface is to specify behavior for objects.
    - For example: specify that the objects are comparable, edible, cloneable, …
  - Allows multiple inheritance: a class can implement multiple interfaces.

Defining Interfaces

- Declaration:

```
public interface InterfaceName {
   // constant declarations;
   // method signatures;
}
```

Implementing Interfaces

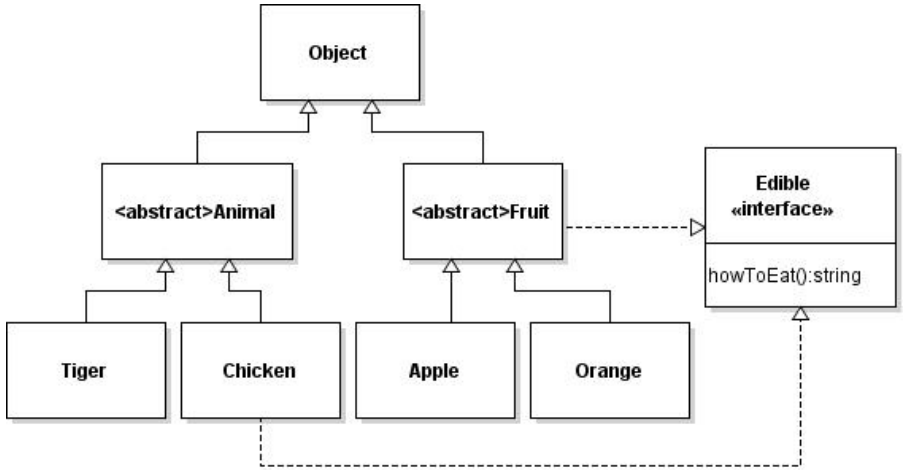
- The **Edible** interface specifies whether an object is edible

```
public interface Edible {
  public abstract String howToEat();
}
```

- The class **Chicken** implements the **Edible** interface:

```
class Chicken extends Animal implements Edible {
  public String howToEat() {
    return "Chicken: Fry it";
  }
}
```

```
interface Edible {
  public abstract String howToEat(); /** Describe how to eat */
}
abstract class Animal { }
class Chicken extends Animal implements Edible {
  public String howToEat() {
    return "Chicken: Fry it";
  }
}
class Tiger extends Animal {
}/** Does not extend Edible */
abstract class Fruit implements Edible { }
class Apple extends Fruit {
  public String howToEat() {
    return "Apple: Make apple cider";
  }
}
class Orange extends Fruit {
  public String howToEat() {
    return "Orange: Make orange juice";
  }
}
public class TestEdible {
  public static void main(String[] args) {
    Object[] objects = {new Tiger(), new Chicken(), new Apple()};
    for (int i = 0; i < objects.length; i++)
      if (objects[i] instanceof Edible)
        System.out.println(((Edible)objects[i]).howToEat());
  }
}
```



Omitting Modifiers in Interfaces

- In an interface:
  - All data fields are **`public static final`**
  - All methods are **`public abstract`**
  - These modifiers can be omitted:

```
public interface T1 {
  public static final int K = 1;

  public abstract void p();
}
```

Equivalent

```
public interface T1 {
  int K = 1;

  void p();
}
```

- A constant defined in an interface can be accessed using InterfaceName.CONSTANT_NAME, for example: T1.K

Interfaces

- An interface is treated like a special class in Java:
  - Each interface is compiled into a separate bytecode file just like a regular class.
  - Like an abstract class, you cannot create an instance from an interface using the **`new`** operator
  - Uses of interfaces are like for abstract classes:
    - as a data type for a variable
    - as the result of casting

The **Comparable** Interface

- The **Comparable** interface is defined in the **java.lang** package and it is used by **Arrays.sort** and **Arrays.binarySearch**

```
package java.lang;
public interface Comparable {
      int compareTo(Object o);
}
```

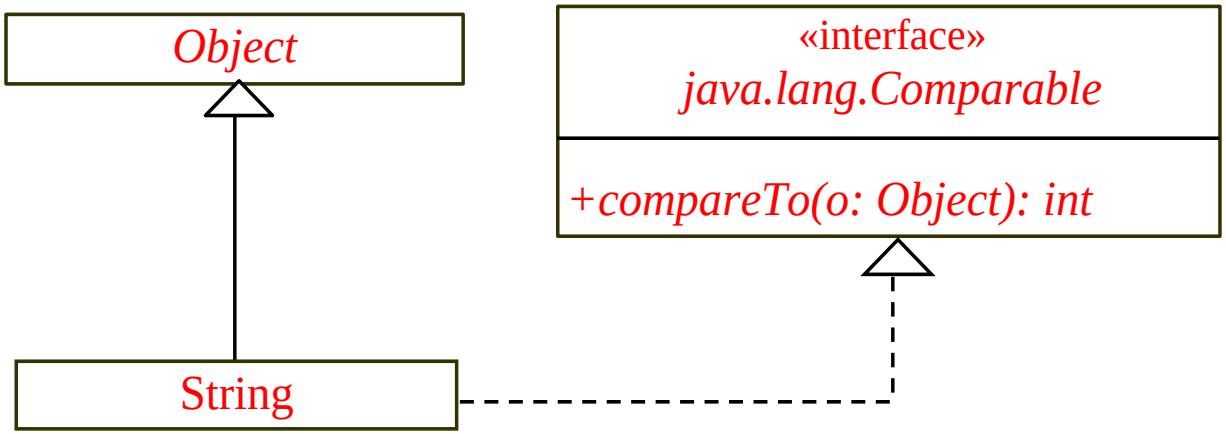
The **Comparable** Interface

- Many classes in the Java library implement **Comparable** (e.g., **String** and **Date**) to define a natural order for the objects:

```
public class String extends Object
    implements Comparable {
  // class body omitted
}
```

```
public class Date extends Object
    implements Comparable {
  // class body omitted
}
```

```
new String() instanceof String                    true
new String() instanceof Comparable                true
new java.util.Date() instanceof java.util.Date    true
new java.util.Date() instanceof Comparable        true
```



In UML, dashed lines and triangles are used to implement the interface

Writing a generic **max** Method

```
// Max.java: Find a maximum object
public class Max {
  /** Return the maximum of two objects */
  public static Comparable max
      (Comparable o1, Comparable o2) {
    if (o1.compareTo(o2) > 0)
      return o1;
    else
      return o2;
  }
}
```

(a)

```
// Max.java: Find a maximum object
public class Max {
  /** Return the maximum of two objects */
  public static Object max
      (Object o1, Object o2) {
    if ((Comparable)o1).compareTo(o2) > 0)
      return o1;
    else
      return o2;
  }
}
```

(b)

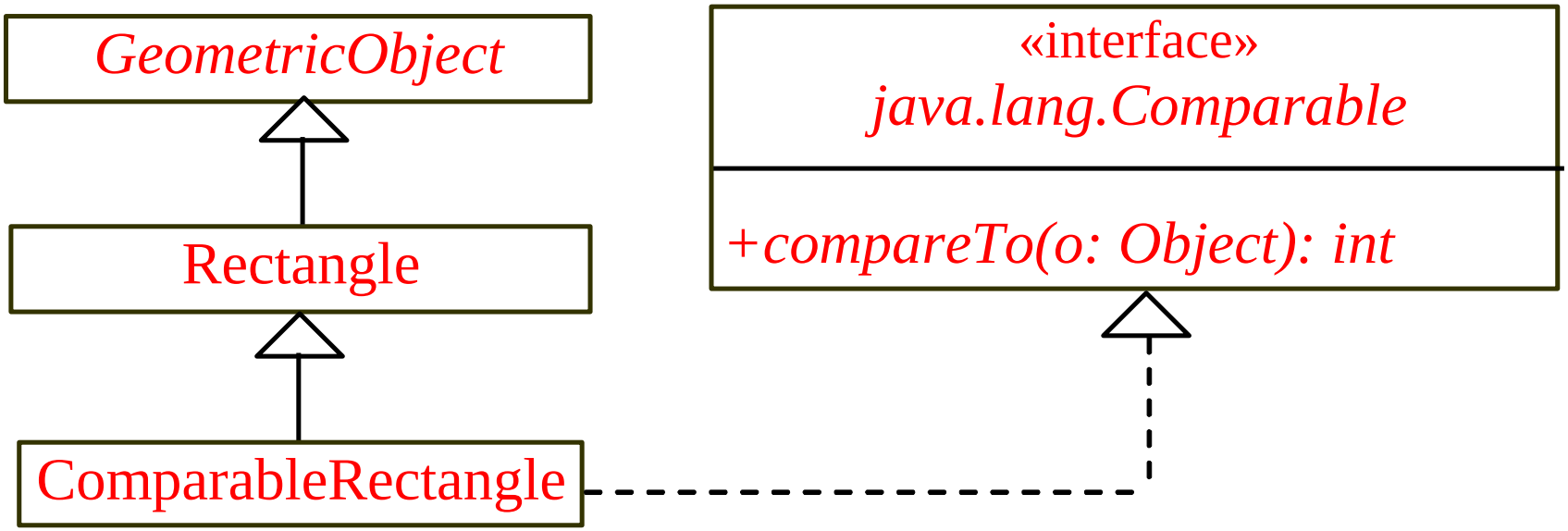
```
String s1 = "abcdef";
String s2 = "abcdee";
String s3 = (String)Max.max(s1, s2);
```

```
Date d1 = new Date();
Date d2 = new Date();
Date d3 = (Date)Max.max(d1, d2);
```

The **return** value from the **max** method is of the **Comparable** type. So, we need to cast it to **String** or **Date** explicitly.

Defining Classes to Implement Comparable

- We can define a new rectangle class ComparableRectangle that implements Comparable: the instances of this new class are comparable



```
public class ComparableRectangle extends Rectangle
    implements Comparable {
  /** Construct a ComparableRectangle with specified properties */
  public ComparableRectangle(double width, double height) {
    super(width, height);
  }

  /** Implement the compareTo method defined in Comparable */
  public int compareTo(Object o) {
    if (getArea() > ((ComparableRectangle)o).getArea())
      return 1;
    else if (getArea() < ((ComparableRectangle)o).getArea())
      return -1;
    else
      return 0;
  }

  public static void main(String[] args) {
    ComparableRectangle rectangle1 = new ComparableRectangle(4, 5);
    ComparableRectangle rectangle2 = new ComparableRectangle(3, 6);
    System.out.println(Max.max(rectangle1, rectangle2));
  }
}
```

Sorting and BinarySearch an Array of Objects

- The **`static`** **`sort`** and **`binarySearch`** methods in the **`java.util.Arrays`** class uses the **`Comparable`** interface for arrays of Objects. For example:

```
java.util.Arrays.sort(
  comparableRectanglesArray);
```

The `Cloneable` Interface

- ***Marker Interface***: is an empty interface (does not contain constants or methods), but it is used to denote that a class possesses certain desirable properties to the compiler and the JVM.

```
package java.lang;
public interface Cloneable {
}
```

- A class that **`implements`** the **`Cloneable`** interface is marked cloneable:
  - its objects can be cloned using the **`clone()`** method defined in the **`Object`** class, and we can override this method in our classes

The `Cloneable` Interface

- **`Calendar`** (in the Java library) implements **`Cloneable`**:

```
Calendar calendar = new GregorianCalendar(2030, 1, 1);
Calendar calendarCopy = (Calendar)(calendar.clone());
System.out.println("calendar == calendarCopy is "
    +(calendar == calendarCopy));
```

Displays:

`calendar == calendarCopy is false`

because the references are different, but

```
System.out.println("calendar.equals(calendarCopy) is"
    + calendar.equals(calendarCopy));
```

`calendar.equals(calendarCopy) is true`

because the **`calendarCopy`** is a copy of **`calendar`**

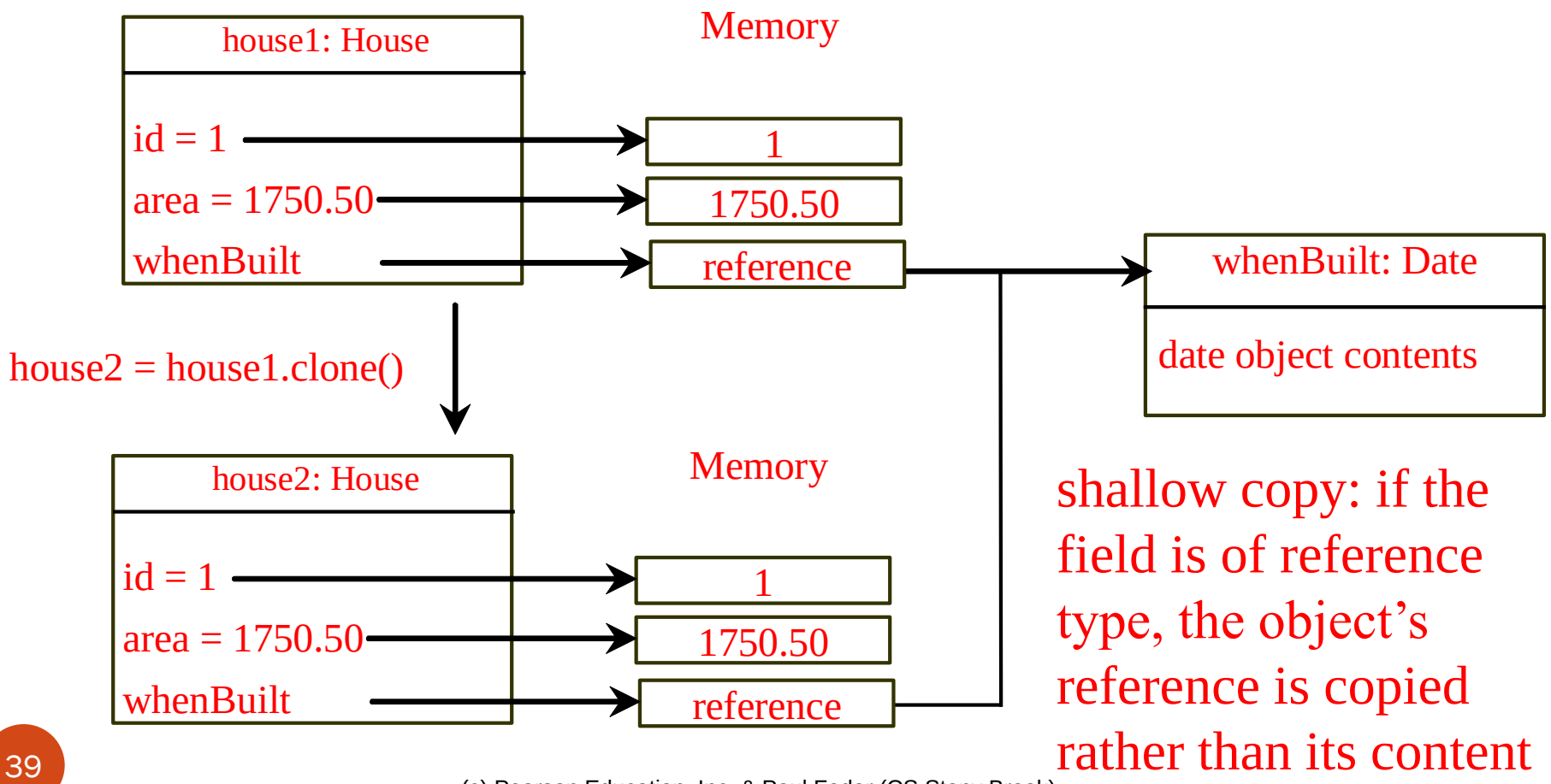
Implementing the `Cloneable` Interface

- If we try to create a clone of an object instance of a class that does not implement the **`Cloneable`** interface, it throws **`CloneNotSupportedException`**
- The **`clone()`** method in the **`Object`** class creates a new instance of the class of this object and initializes all its fields with exactly the contents of the corresponding fields of this object, as if by assignment (using a technique called ***reflection***); the contents of the reference data fields are not cloned.
  - The **`clone()`** method returns an **`Object`** that needs to be casted
- We can override the **`clone()`** method from the **`Object`** class to create custom clones

```
public class House implements Cloneable {
  private int id;
  private double area;
  private java.util.Date whenBuilt;
  public House(int id, double area) {this.id = id;
    this.area = area;
    whenBuilt = new java.util.Date();}
  public House(int id, double area, java.util.Date whenBuilt) {
    this.id = id; this.area = area; this.whenBuilt = whenBuilt;}
  public double getId() { return id;}
  public double getArea() { return area;}
  public java.util.Date getWhenBuilt() { return whenBuilt;}
  /** Override the protected clone method defined in the Object
    class, and strengthen its accessibility */
  public Object clone() {
    // return new House(id,area,whenBuilt); // OR
    try {
      return super.clone();
    }catch (CloneNotSupportedException ex) {
      return null;
    }
  }
}
```

Shallow vs. Deep Copy

```
House house1 = new House(1, 1750.50);
House house2 = (House)(house1.clone());
```



shallow copy: if the field is of reference type, the object's reference is copied rather than its content

For ***deep copying***, we can override the clone method with custom object creation:

```
public class House implements Cloneable {
   ...
   public Object clone() { // deep copy
     try {
       House h =  (House)(super.clone());
       h.whenBuilt = (Date)(whenBuilt.clone());
       return h;
     }catch (CloneNotSupportedException ex) {
       return null;
     }
   }
   ...
}
```

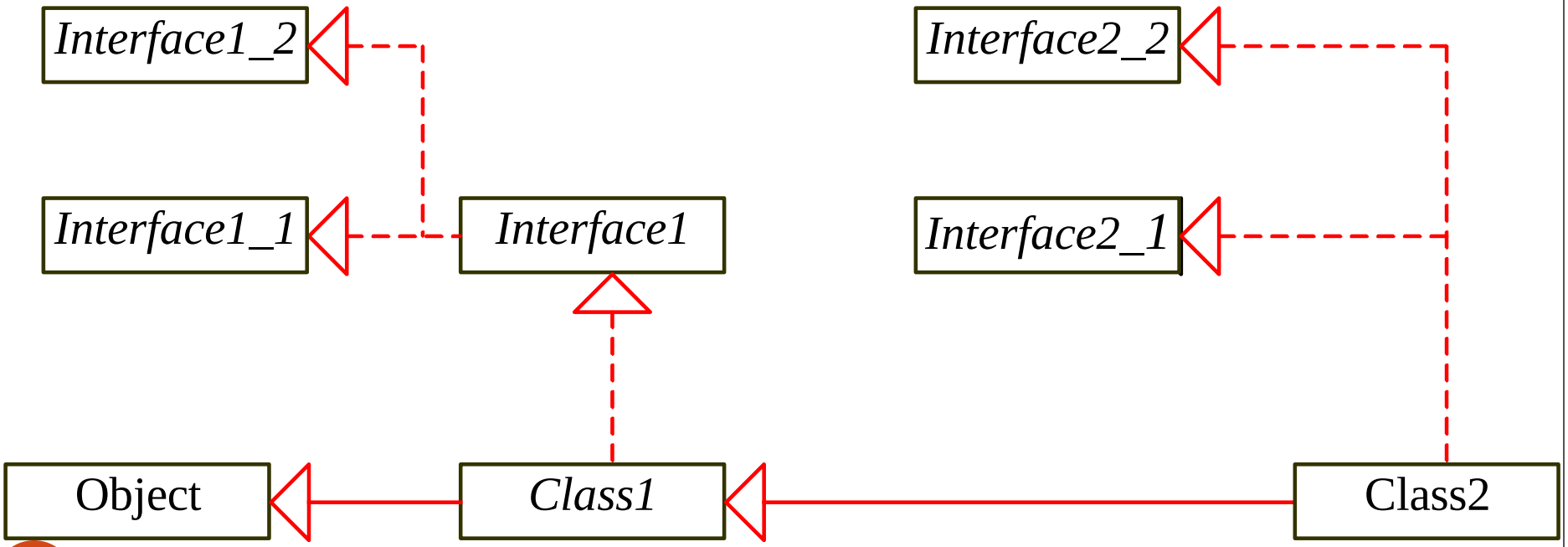
Interfaces vs. Abstract Classes

- In an interface, the data fields must be constants; an abstract class can have variable data fields
- Interfaces don't have constructors; all abstract classes have constructors
- Each method in an interface has only a signature without implementation (i.e., only abstract methods); an abstract class can have concrete methods

	Variables	Constructors	Methods
Interfaces	**All variables must be public static final**	**No constructors. An interface cannot be instantiated using the new operator.**	**All methods must be public abstract methods**
Abstract classes	**No restrictions**	**Constructors are invoked by subclasses through constructor chaining. An abstract class cannot be instantiated using the new operator.**	**No restrictions.**

Interfaces Inheritance

- An interface can extend any number of other interfaces
- There is no root for interfaces
- A class can implement any number of interfaces



Conflicting interfaces

- Errors detected by the compiler:
  - If a class implements two interfaces with conflicting information:
    - two same constants with different values, or
    - two methods with same signature but different return type

Whether to use a class or an interface?

- *Strong is-a*: a relationship that clearly describes a parent-child relationship
  - For example: a student is a person
  - Should be modeled using class inheritance
- *Weak is-a* (or *is-kind-of*): indicates that an object possesses a certain property
  - For example: all strings are comparable, all dates are comparable
  - Should be modeled using interfaces
- You can also use interfaces to circumvent single inheritance restriction if multiple inheritance is desired