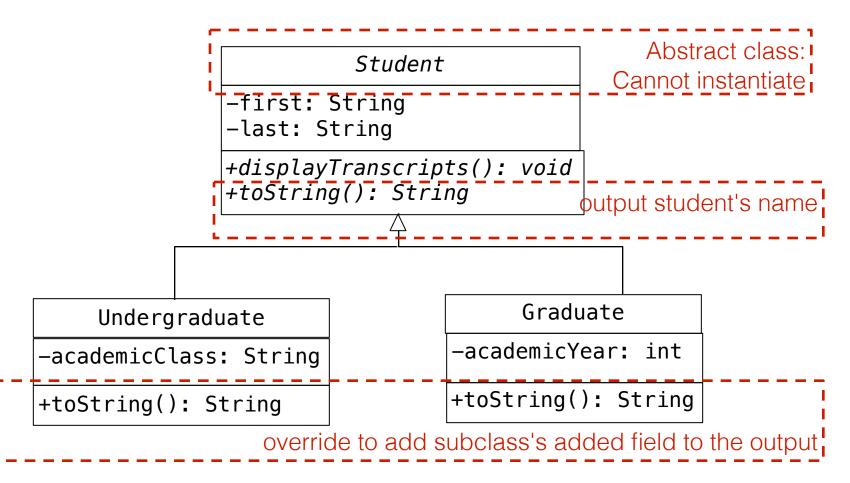
Ch 11

Inheritance and Polymorphism

Use inheritance to factor out common functionality

Undergraduate	Graduate	
<pre>-first: String -last: String -academicClass: String</pre>	<pre>-first: String -last: String -academicYear: int</pre>	
<pre>+displayTranscripts(): void +toString(): String</pre>	<pre>+displayTranscripts(): void +toString(): String</pre>	

Factor common features into



super gives you access to the superclass's members

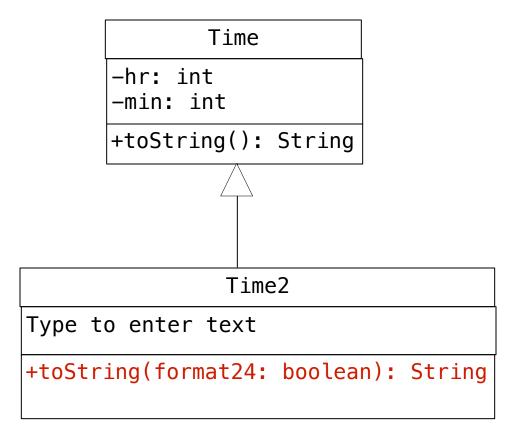
```
Student
                -first: String
                                     public class Student {...}
                -last: String
  super
               +displayTranscripts(): void
               +toString(): String
                                       Graduate
    Undergraduate
-academicClass: String
                                  -academicYear: int
+toString(): String
                                  +toString(): String
     public class Undergraduate extends Student {...}
     public class Graduate extends Student {...}
```

A subclass constructor calls a superclass constructor

```
// In subclass Undergraduate
 public Undergraduate() {
    this("unsigned", "unsigned", "unsigned");
// In subclass Undergraduate
public Undergraduate(String first,
                     String last, String academicClass) {
   // Calls super() implicitly if no super call made
   super(first, last);
   this.academicClass = academicClass;
}
```

Override a method when you want to do your own thing

Overload a method when you want to add flexibility



Polymorphism is build into the Java psychic

processStudent(new Undergraduate("Allen", "Apple", "Freshman"));
procesStudent(new Graduate("Bill", "Broccoli", 1));

public void processStudent(Student student) {
 System.out.println(student.toString());
}

Q? Which toString() method gets executed? In the superclass or subclass?

A: Through polymorphism the subclass method gets executed. Here the object's type (Undergraduate or graduate) dictates, rather than the object's reference type (Student)

Dynamic binding means a called method is chosen at run time

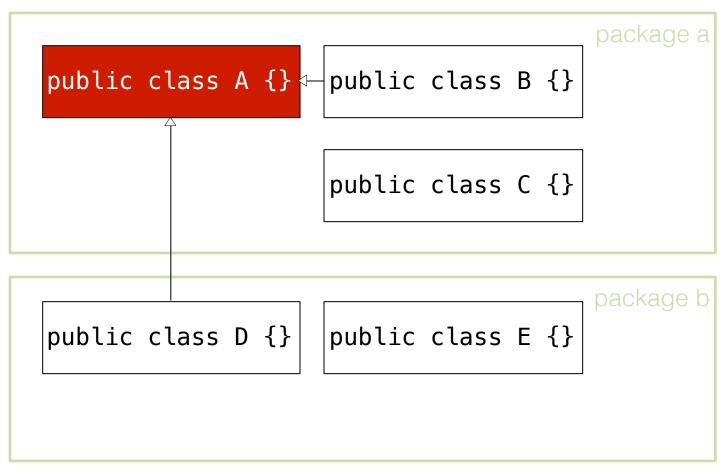
instanceof allows you to find out the object's type at run time

```
public void processStudent(Student student) {
   if (student instanceof Undergraduate) {
      System.out.print("Processing an undergraduate: ");
      System.out.println(((Undergraduate) student).getAcademicClass());
   } else if (student instanceof Graduate) {
      System.out.print("Processing a graduate: ");
      System.out.println(((Graduate) student).getAcademicYear());
   }
}
```

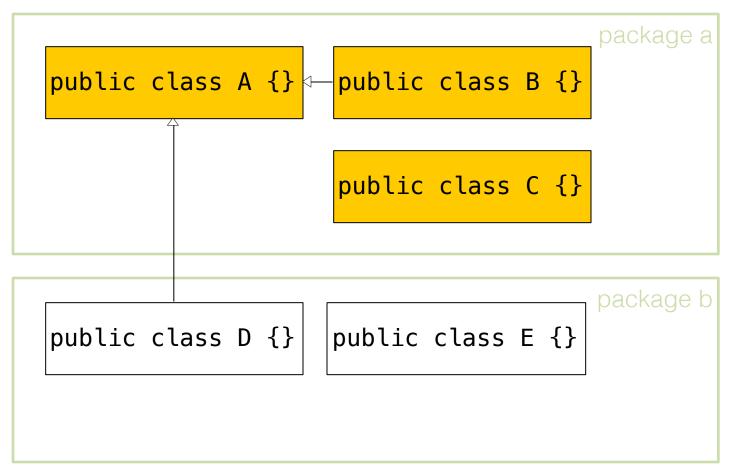
There are four accessor modes in Java

Private Default Protected 3 **Public**

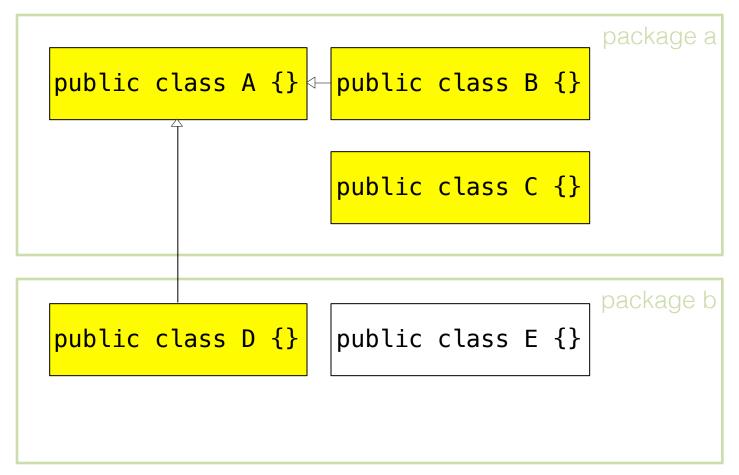
Private member in A accessible only in defining class



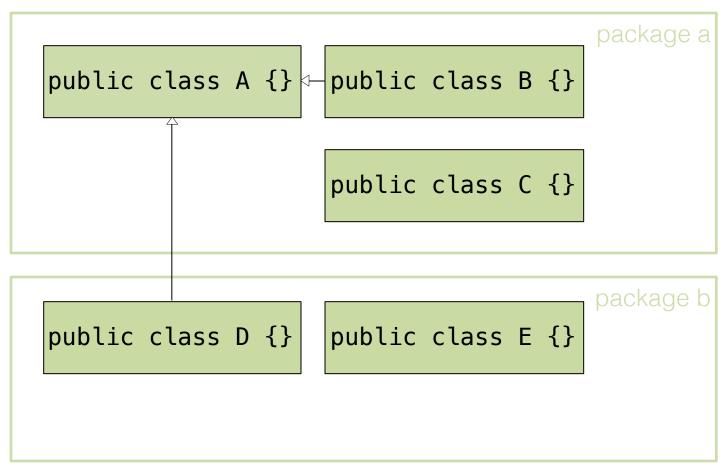
Default member in A accessible in same package



Protected member in A accessible in same package and subclasses



Public member in A accessible by all



To prevent extending a class use final

```
public final class classThatCantBeExtended {
}
```

To prevent overriding a method use final

```
public final void methodThatCantBeOverriden() {
}
```