

CMSC 132: Object-Oriented Programming II



Java Support for OOP

Department of Computer Science
University of Maryland, College Park

Object Oriented Programming (OOP)

■ OO Principles

- Abstraction

- Encapsulation

■ Abstract Data Type (ADT)

- Implementation independent interfaces

- Data and operations on data

■ Java

- Many language features supporting OOP

Overview

- **Objects & class, this, super**
- **References, alias, levels of copying**
- **Constructor, initialization block**
- **Garbage collection, destructor**
- **Package, scope, inner classes**
- **Modifiers**
 - **Public, Private, Protected**
 - **Static, Final, Abstract**
- **Generic programming**

Object & Class

■ Object

- Abstracts away (data, algorithm) details
- Encapsulates data
- Instances exist at **run time**

■ Class

- Blueprint for objects (of same type)
- Exists at **compile time**

“this” Reference

■ Description

- Reserved keyword
- Refers to object through which method was invoked
- Allows object to refer to itself
- Use to refer to instance variables of object

“this” Reference – Example

```
class Node {  
    value val1;  
    value val2;  
    void foo(value val2) {  
        ... = val1;           // same as this.val1 (implicit this)  
        ... = val2;          // parameter to method  
        ... = this.val2;     // instance variable for object  
        bar( this );        // passes reference to object  
    }  
}
```

Inheritance

■ Definition

- Relationship between classes when state and behavior of one class is a subset of another class

■ Terminology

- Superclass / parent \Rightarrow More general class
- Subclass \Rightarrow More specialized class

■ Forms a class hierarchy

■ Helps promote code reuse

“super” Reference

■ Description

- Reserved keyword
- Refers to superclass
- Allows object to refer to methods / variables in superclass

■ Examples

- `super.x` // accesses variable x in superclass
- `super()` // invokes constructor in superclass
- `super.foo()` // invokes method foo() in superclass

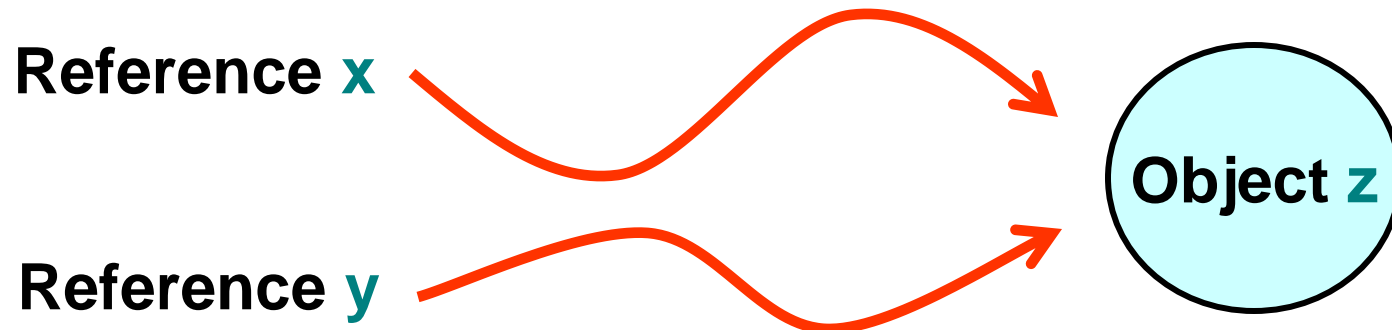
References & Aliases

■ Reference

- A way to get to an object, not the object itself
- All variables in Java are **references** to objects

■ Alias

- Multiple references to same object
- “**x == y**” operator tests for alias
- **x.equals(y)** tests contents of object (potentially)



Implementing Equals

- Approach we want to use (assuming class **A**)

```
public boolean equals(Object obj) {  
    if (obj == this)  
        return true;  
    if (!(obj instanceof A))  
        return false;  
    A a = (A)obj;  
    /* Specific comparison based on A fields appears here */  
}
```

- What happens if we use comparisons of Class objects rather than instanceof?
- Example: See equalsMethod package

Cloning

■ Cloning

- Creates identical copy of object using clone()

■ Cloneable interface

- Supports clone() method
- Returns copy of object
 - Copies all of its fields
 - Does not clone its fields
 - Makes a **shallow copy**

■ Example: See cloning package

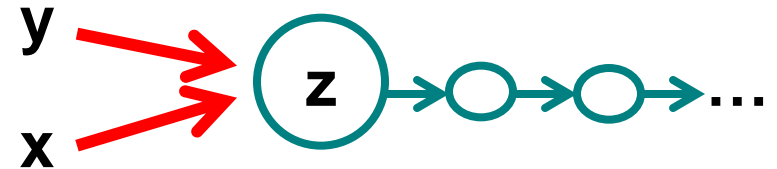
Three Levels of Copying Objects

■ Assume y refers to object z

1. Reference copy

■ Makes copy of reference

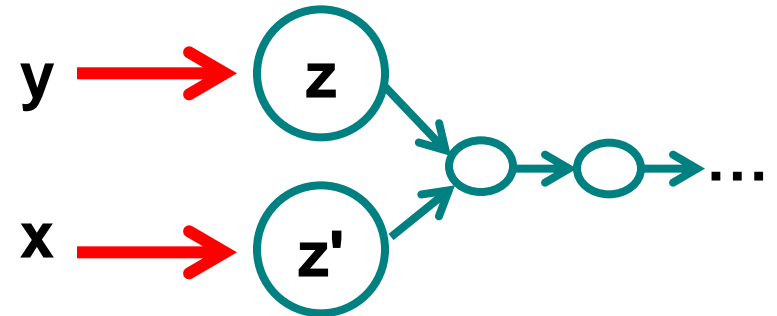
■ $x = y;$



2. Shallow copy

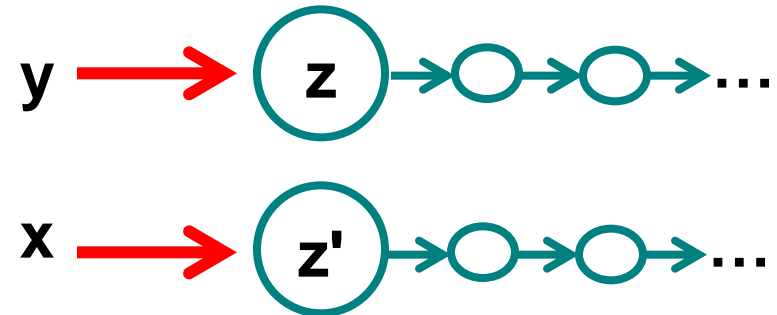
■ Makes copy of object

■ $x = y.clone();$



3. Deep copy

■ Makes copy of object z and all objects (directly or indirectly) referred to by z



Constructor

■ Description

- Method invoked when object is instantiated
- Helps initialize object
- Method with same name as class **w/o** return type
- Default parameterless constructor
 - If no other constructor specified
 - Initializes all fields to 0 or null
- Implicitly invokes constructor for superclass
 - If not explicitly included

Constructor – Example

```
class Foo {  
    Foo() { ... }           // constructor for Foo  
}  
class Bar extends Foo {  
    Bar() {                 // constructor for Bar  
                           // implicitly invokes Foo() here  
        ...  
    }  
}  
class Bar2 extends Foo {  
    Bar2() {                // constructor for bar  
        super();           // explicitly invokes Foo() here  
    }  
}
```

Initialization Block

■ Definition

- Block of code used to initialize static & instance variables for class

■ Motivation

- Enable complex initializations for static variables
 - Control flow
 - Exceptions
- Share code between multiple constructors for same class

Initialization Block Types

■ Static initialization block

- Code executed when class loaded

■ Initialization block

- Code executed when each object created
(at beginning of call to constructor)

■ Example

```
class Foo {  
    static { A = 1; } // static initialization block  
    { A = 2; } // initialization block  
}
```

Variable Initialization

- **Variables may be initialized**
 - **At time of declaration**
 - **In initialization block**
 - **In constructor**
- **Order of initialization**
 1. **Declaration, initialization block**
(in the same order as in the class definition)
 2. **Constructor**

Variable Initialization – Example

```
class Foo {  
    static { A = 1; } // static initialization block  
    static int A = 2; // static variable declaration  
    static { A = 3; } // static initialization block  
    { B = 4; } // initialization block  
    private int B = 5; // instance variable declaration  
    { B = 6; } // initialization block  
    Foo() { // constructor  
        A = 7;  
        B = 8;  
    } // now A = 7, B = 8  
} // initializations executed in order of number
```

Garbage Collection

■ Concepts

- All interactions with objects occur through reference variables
- If no reference to object exists, object becomes **garbage** (useless, no longer affects program)

■ Garbage collection

- Reclaiming memory used by unreferenced objects
- Periodically performed by Java
- Not guaranteed to occur
- Only needed if running low on memory

Destructor

■ Description

- Method with name **finalize()**
- Returns void
- Contains action performed when object is freed
- Invoked automatically by garbage collector
 - Not invoked if garbage collection does not occur
- Usually needed only for non-Java methods

■ Example

```
class Foo {  
    void finalize() { ... }           // destructor for foo  
}
```

Method Overloading

■ Description

- Same name refers to multiple methods

■ Sources of overloading

- Multiple methods with different parameters
 - Constructors frequently overloaded
- Redefine method in subclass

■ Example

```
class Foo {  
    Foo() { ... }           // 1st constructor for Foo  
    Foo(int n) { ... }     // 2nd constructor for Foo  
}
```

Package

■ Definition

- Group related classes under one name

■ Helps manage software complexity

- Separate namespace for each package
 - Package name added in front of actual name
- Put generic / utility classes in packages
 - Avoid code duplication

■ Example

```
package edu.umd.cs;    // name of package
```

Package – Import

■ Import

- Make classes from package available for use

- Java API

 - java.* (core)

 - javax.* (optional)

■ Example

```
import java.util.Random; // import single class
import java.util.*;      // all classes in package
...                       // class definitions
```

Scope

■ Scope

- Part of program where a variable may be referenced
- Determined by location of variable declaration
 - Boundary usually demarcated by { }

■ Example

```
public MyMethod1() {  
    int myVar;  
    ...  
}
```

myVar accessible in
method between { }

Scope – Example

■ Example

```
package edu.umd.cs ;  
public class MyClass1 {  
    public void MyMethod1() {  
        ...  
    }  
    public void MyMethod2() {  
        ...  
    }  
}  
public class MyClass2 {  
}
```

Method Method

Scopes

Class

Class

Package

Inner Classes

■ Description

- Class defined in scope of another class

■ Property

- Can directly access **all** variables & methods of enclosing class (including private fields & methods)

■ Example

```
public class OuterClass {  
    private Object value;  
    public class InnerClass {  
        ...Object x = value;  
    }  
}
```

Modifier

■ Description

- Java keyword (added to definition)
- Specifies characteristics of a language construct

■ (Partial) list of modifiers

- Public / private / protected
- Static
- Final
- Abstract

Modifier

■ Examples

```
public class Foo {  
    private static int count;  
    private final int increment = 5;  
    protected void finalize { ... }  
}  
  
public abstract class Bar {  
    abstract int go( ) { ... }  
}
```

Visibility Modifier

■ Properties

- Controls access to class members
- Applied to instance variables & methods

■ Four types of access in Java

- Public
- Protected
- Package
 - Default if no modifier specified
- Private

Most visible



Least visible

Visibility Modifier – Where Visible

- **“public”**
 - Referenced **anywhere (i.e., outside package)**
- **“protected”**
 - Referenced within package, or by **subclasses outside package**
- **None specified (package)**
 - Referenced only within package
- **“private”**
 - Referenced only **within** class definition
 - Applicable to class fields & methods

Visibility Modifier

■ For instance variables

- Should usually be **private** to enforce encapsulation
- Sometimes may be **protected** for subclass access

■ For methods

- Public methods – provide services to clients
- Private methods – provide support other methods
- Protected methods – provide support for subclass

Visibility Modifier

Package: fooBar

```
package fooBar;
public class A {
    public int vPub;
    protected int vProt;
    int vPack;
    private int vPriv;
}
```

```
package fooBar;
public class B {
    can access vPub;
    can access vProt;
    can access vPack;
    cannot access vPriv;
}
```

```
package fooBar;
public class C extends A {
    can access vPub;
    can access vProt;
    can access vPack;
    cannot access vPriv;
}
```

```
public class D extends A {
    can access vPub;
    can access vProt;
    cannot access vPack;
    cannot access vPriv;
}
```

```
public class E {
    can access vPub;
    cannot access vProt;
    cannot access vPack;
    cannot access vPriv;
}
```

"Access" means access by name, e.g.:

```
a = new A();
a.vProt = 2;
```

Modifier – Static

■ **Static variable**

- **Single copy for class**
- **Shared among all objects of class**

■ **Static method**

- **Can be invoked through class name**
- **Does not need to be invoked through object**
- **Can be used even if no objects of class exist**
- **Can not reference instance variables**

Modifier – Final

■ Final variable

- Value can not be changed
- Must be initialized in every constructor
- Attempts to modify final are caught at compile time

■ Final static variable

- Used for constants
- Example

```
final static int Increment = 5;
```

Modifier – Final

■ Final method

- Method **can not be overridden** by subclass
- Private methods are implicitly final

■ Final class

- Class can not be a superclass (extended)
- Methods in final class are implicitly final

Modifier – Final

■ Using final classes

- Prevents inheritance / polymorphism
- May be useful for
 - Security
 - Object oriented design

■ Example – class **String** is final

- Programs can depend on properties specified in Java library API
- Prevents subclass that may bypass security restrictions