

CMSC 132:

OBJECT-ORIENTED PROGRAMMING II



Abstract Classes/Modifiers

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Modifier – Abstract

- Description
 - Represents generic concept
 - Just a **placeholder**
 - Leave lower-level details to subclass

- Applied to

- Methods
 - Classes

- Example

```
abstract class Foo {           // abstract class
    abstract void bar( ) { ... } // abstract method
}
```

Motivating Example – Shapes

- Implementation

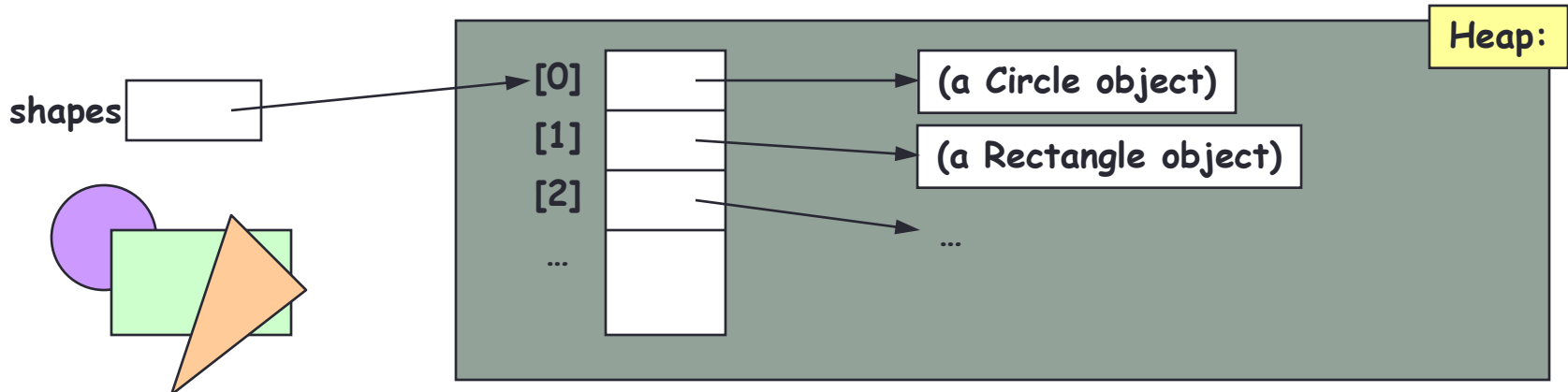
- Picture consists of array **shapes** of type **Shape[]**
- To draw the picture, invoke **drawMe()** for all shapes

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

Store the shapes to be drawn in an array.

```
...  
for ( int i = 0; i < shapes.length; i++ )  
    shapes[i].drawMe( );
```

Draws all the shapes. Each call invokes **drawMe** for the specific shape.



Motivating Example – Shapes

- Graphics drawing program
 - Define a base class **Shape**
 - Derive various subclasses for specific shapes
 - Each subclass defines its own method **drawMe()**

```
public class Shape {  
    public void drawMe( ) { ... }           // generic drawing method  
}  
public class Circle extends Shape {  
    public void drawMe( ) { ... }           // draws a Circle  
}  
public class Rectangle extends Shape {  
    public void drawMe( ) { ... }           // draws a Rectangle  
}
```

Motivating Example – Shapes

- **Problem**

- **Shape** object does not represent a specific shape
 - Since Shape is just a superclass
- How to implement Shape's drawMe() method?

```
public class Shape {  
    void drawMe( ) { ... } // generic drawing method  
}
```

- **Possible solutions**

- Draw some special “undefined shape”
- Ignore the operation
- Issue an error message
- Throw an exception

- **Better solution**

- Abstract drawMe() method, abstract Shape class
- Tells compiler Shape is incomplete class

Abstract Class

- **Abstract Methods**

- Behaves much like method in interface
- Give a signature, but no body
- Includes modifier **abstract** in method signature
- Class descendants provide the implementation
- Abstract methods cannot be final
 - Since must be overridden by descendent class (final would prevent this)

- **Abstract Class**

- Required if class contains any abstract method
- Includes modifier **abstract** in the class heading

```
public abstract class Shape { ... }
```

- An abstract class is incomplete
 - Cannot be created using “new”

```
Shape s = new Shape( ... );    // Illegal!
```
 - But can create concrete shapes (Circle, Rectangle) and assign them to variables of type Shape

```
Shape s = new Circle( ... );
```

Example Solution – Shapes

```
public abstract class Shape {  
    private int color;  
    Shape ( int c ) { color = c; }  
    int getColor() { return color; }  
    public abstract void drawMe( );  
}
```

Base class **Shape** is abstract because it contains the abstract (undefined) method `drawMe( )`.

```
public class Circle extends Shape {  
    private double radius;  
    public Circle( int c, double r ) { ... details omitted ... }  
    public void drawMe( ) { ... Circle drawing code goes here ... }  
}
```

Derived class **Circle** is concrete because it defines `drawMe( )`.

```
public class Rectangle extends Shape {  
    private double height;  
    private double width;  
    public Rectangle( int c, double h, double w ) { ... details omitted ... }  
    public void drawMe( ) { ... Rectangle drawing code goes here ... }  
}
```

Derived class **Rectangle** is concrete because it defines `drawMe( )`.

The code for drawing the shapes given earlier can now be applied.

Modifiers

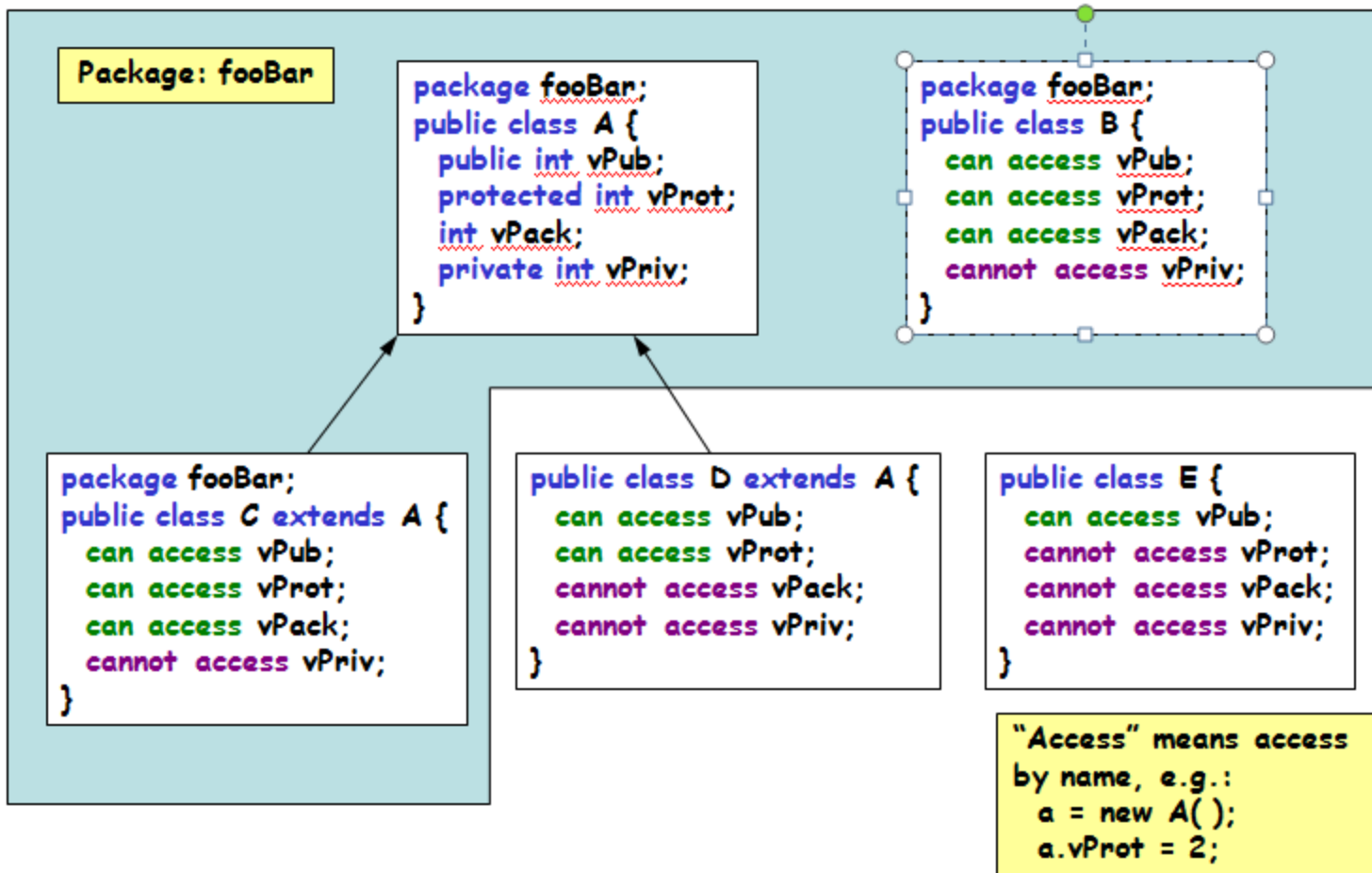
- Description
 - Java keyword (added to definition)
 - Specifies characteristics of a language construct
- (Partial) list of modifiers
 - Visibility modifiers (public / private / protected)
 - static
 - final
 - abstract
- Examples

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


Visibility Modifiers

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

Visibility Modifier



Static Modifier

- 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

Final Modifier

- **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;
```
- **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
 - Prevents inheritance / polymorphism
 - May be useful for
 - Security
 - Object oriented design
 - **Example: String class**