CMSC 132: Object-Oriented Programming II

Interface
Java Interfaces

• An interface defines a protocol of behavior that can be implemented by any class anywhere in the class hierarchy.

• Interfaces are Java's way of providing much of the power of multiple inheritance without the potential confusion of multiple bases classes having conflicts between method names.
Java Interfaces

• Is defined by the keyword `interface` (rather than `class`)

• Has only static constants and abstract methods

• All abstract, default, and static methods in an interface are implicitly public, so you can omit the public modifier.

• Notice that an `interface` is not a `class`. You cannot create an instance of an interface.
Defining an Interface

```java
public interface Set<E> {  
    public void insert(E e);  
    public void clear();  
    public boolean contains(E o);  
    public boolean isEmpty();  
    public boolean remove(E o);  
    public int size();  
}
```

No matter how it is implemented, a Set must have insert, clear, contains, isEmpty, remove, and size methods.
Implementing an Interface

• A class is said to “implement” an interface if it provides definitions for these methods

    ```java
    public class BagSet<E> implements Set<E>{
        ...
    }
    ```

• Now, we may use a BagSet any place that an object of type Set is expected

• A class implementing an interface can implement additional methods

• A class can implement several interfaces
public interface Speaker
{
    public void speak();
}
class Philosopher extends Human implements Speaker
{
    public void speak() {...}
    public void pontificate() {...}
}
class Dog extends Animal implements Speaker
{
    public void speak() {...}
}

Speaker guest;
guest = new Philosopher();
guest.speak();

guest = new Dog();
guest.speak();
public interface Rentable{
    public int rent();
}

class House implements Rentable{
    public int rent(){...}
}

class Car extends Vehicle implements Rentable{
    public int rent(){...}
}

Rentable r1 = new Car();
Rentable r2 = new House();
Comparable Interfaces

- The \texttt{Comparable} interface specifies a method called \texttt{compareTo} that takes an object as a parameter and returns a negative integer, zero, or a positive integer as the current object is less than, equal to, or greater than the specified object.

```java
public interface Comparable\<T\>{
    public int compareTo(T o);
}
```
Comparable Interfaces

• Have we seen classes implementing this interface? Yes!
  • All primitive wrapper classes (String, Integer, Double) implement Comparable

• By using interfaces a function like Collections.sort() can sort an ArrayList of objects that implement the Comparable interface. For example, an ArrayList of Integers, of Strings, etc.

```java
ArrayList<Integer> a = new ArrayList<>();
a.add(10); a.add(5); a.add(20);
Collections.sort(a);
for(Integer i: a){
    System.out.print(i+"","");
}
  // Output: 5,10,20
```
Comparable Interfaces

- Can Collections.sort() sort an ArrayList of your own objects (e.g., ArrayList of Students?)
  - Yes! Just make the Students class implement the Comparable interface

```java
public interface Comparable<T> {
    public int compareTo(T o);
}

// Compare students by gpa
public class Student implements Comparable<Student>{
    public int compareTo(Student s2){
        return gpa == s2.gpa? 0: gpa> s2.gpa? 1: -1;
    }
}
```

Can’t sort Students if Student is Comparable
Multiple Inheritance

- There are many situations where a simple class hierarchy is not adequate to describe a class’ structure.
- **Example:** Suppose that we have our class hierarchy of university people and we also develop a class hierarchy of athletic people:

  ![Class Hierarchy Diagram]

  - **StudentAthlete:** Suppose we want to create an object that inherits all the elements of a **Student** (admission year, GPA) as well as all the elements of an **Athlete** (sport, amateur-status).
Multiple Inheritance

• Can we define a **StudentAthlete** by inheriting all the elements from both **Student** and **Athlete**?

  ```java
  public class StudentAthlete extends Student, extends Athlete { … }
  ```

• Alas, no. At least not in Java  

• **Multiple Inheritance:**
  • Building a class by extending multiple base classes is called **multiple inheritance**
  • It is a very powerful programming construct, but it has many **subtleties** and **pitfalls**. (E.g., If Athlete and Student both have a **name** instance variable and a **toString( )** method, which one do we inherit?)
  • Java **does not** support multiple inheritance. (Although C++ does.)
    • In Java a class can be **extended** from **only one** base class
    • However, a class can **implement any number of interfaces**.
Multiple Inheritance with Interfaces

• Java lacks multiple inheritance, but there is an alternative. What **public methods** do we require of an Athlete object?
  • **String** `getSport( )`: Return the athlete’s sport
  • **boolean** `isAmateur( )`: Does this athlete have amateur status?
• We can define an interface **Athlete** that contains these methods:

```java
public interface Athlete {
    public String getSport( );
    public boolean isAmateur( );
}
```
• Now, we can define a StudentAthlete that **extends** Student and **implements** Athlete
Multiple Inheritance with Interfaces

- **StudentAthlete** extends **Student** and implements **Athlete**:
  ```java
  public class StudentAthlete extends Student implements Athlete {
      private String mySport;
      private boolean amateur;
      // ... other things omitted
      public String getSport() { return mySport; }
      public boolean isAmateur() { return amateur; }
  }
  ```

- **StudentAthlete** can be used:
  - Anywhere that a **Student object is expected** (because it is derived from **Student**)
  - Anywhere that an **Athlete object is expected** (because it implements the public interface of **Athlete**)

- So, we have effectively achieved some of the goals of **multiple inheritance**, by using Java’ single inheritance mechanism
Common Uses of Interfaces

• Interfaces are flexible things and can be used for many purposes in Java:
  • A work-around for Java’s lack of multiple inheritance. (We have just seen this.)
  • Specifying minimal functional requirements for classes (This is its principal purpose.)
  • For defining groups of related symbolic constants. (This is a somewhat unexpected use, but is not uncommon.)
Using Interfaces for Symbolic Constants

• In addition to containing method declarations, interfaces can contain **constants**, that is, variables that are **public final static**.

```java
interface OlympicMedal {
    static final String GOLD = "Gold";
    static final String SILVER = "Silver";
    static final String BRONZE = "Bronze";
}
```

• **Considered bad practice.**
Default Methods

- Java 8 introduces "Default Method", a new feature
- Add new methods to the interfaces without breaking the existing implementation of these interface.

```java
public interface A {
    public void m1();
    default public void m2 {
        println("default m2");
    }
}
public class B implements A {
    public void m1() {...}
}
B b = new B();
b.m2(); // print "default m2"
```
Abstract classes versus interfaces

- After introducing *Default Method*, it seems that interfaces and abstract classes are same.
- However, they are still different concept in Java 8.
- Abstract class can define constructor. They can have a state associated with them.
- *default method* can be implemented only in the terms of invoking other interface methods, with no reference to a particular implementation's state.
- Both use for different purposes and choosing between two really depends on the scenario context.
Multiple Inheritance Ambiguity Problems

Since java class can implement multiple interfaces and each interface can define *default method* with same method signature, therefore, the inherited methods can conflict with each other.

```java
public interface A {
    default int m1() {
        return 1;
    }
}

public interface B {
    default int m1() {
        return 2;
    }
}

public class C implements A, B {
}
```

This code will fail to compile.
Interface Hierarchies

- Inheritance applies to interfaces, just as it does to classes. When an interface is extended, it inherits all the previous methods.
Quiz 1: True /False

- An interface can contain following type of members:
  - public, static, final fields (i.e., constants)
  - default and static methods with bodies

A. True
B. False
Quiz 1: True /False

An interface can contain following type of members:
• public, static, final fields (i.e., constants)
• default and static methods with bodies

A. True
B. False
Quiz 2: True /False

A class can implement multiple interfaces and many classes can implement the same interface.

A. True
B. False
Quiz 2: True /False

A class can implement multiple interfaces and many classes can implement the same interface.

A. True
B. False
abstract class Demo{
    public int a;
    public Demo(){ a = 10; }
    abstract public void set();
    abstract final public void get();
}
class Test extends Demo{
    public void set(int a){this.a = a;}
    final public void get(){
        System.out.println("a = " + a);
    }
}
public static void main(String[] args){
    Test obj = new Test();
    obj.set(20);
    obj.get();  
}  

A. a = 10
B. a = 20
C. Compile error
Quiz 3: What is the output?

abstract class Demo{
    public int a;
    public Demo(){ a = 10; }
    abstract public void set();
    abstract final public void get();
}

class Test extends Demo{
    public void set(int a){this.a = a;}
    final public void get(){
        System.out.println("a = " + a);
    }
}

public static void main(String[] args){
    Test obj = new Test();
    obj.set(20);
    obj.get();
}
Quiz 4:

Can an interface extend another interface?

A. No. Only classes can be extended.
B. No. Interfaces can not be part of a hierarchy.
C. Yes. Since all interfaces automatically extend Object.
D. Yes.
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Can an interface extend another interface?

A. No. Only classes can be extended.
B. No. Interfaces can not be part of a hierarchy.
C. Yes. Since all interfaces automatically extend Object.
D. Yes.
Quiz 5:

Can an interface be given the private access modifier?

A. No. Then the interface could never be used.
B. No. Since only private classes could use the interface.
C. Yes. This would make all of its methods and constants private.
D. Yes. This would mean that only classes in the same file could use the interface.
Quiz 5:

Can an interface be given the private access modifier?

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C. Yes. This would make all of its methods and constants private.
D. Yes. This would mean that only classes in the same file could use the interface.