

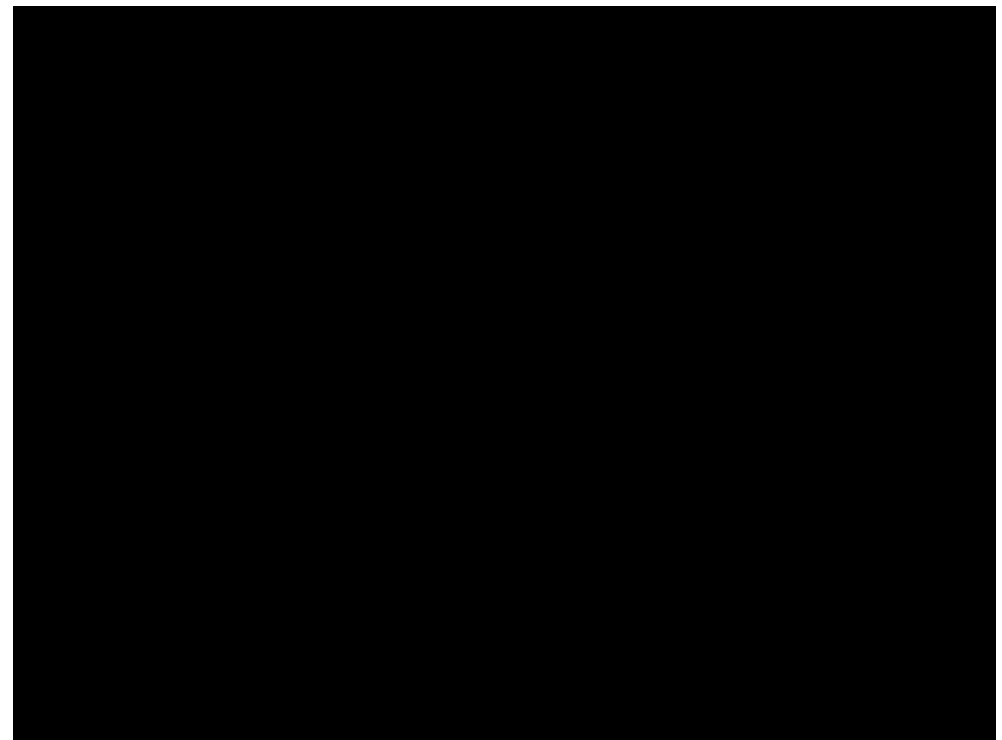
Script generated by TTT

Title: Lehmann: Uebung_Einf_HF (22.06.2012)

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Classes, Objects, Inheritance

Why do we need **constructors**?

- Ensure **complete** and **consistent** initialization after object creation
- **Access superclass constructors**:
Construct object according to definition of superclass, then add specifics
- Provide **several** constructors for respective use-cases

```
class Bicycle {
    public int cadence;
    public int speed;
    public int gear;

    public Bicycle(int c, int s, int g) {
        cadence = c;
        speed = s;
        gear = g;
    }

    public Bicycle(int g) {
        cadence = 0;
        speed = 0;
        gear = g;
    }
}

class Tandem extends Bicycle {
    public int numberOfDrivers;

    public Tandem(int c, int s, int g, int n) {
        super(c, s, g);
        numberOfDrivers = n;
    }
}
```

Classes, Objects, Inheritance

Example:

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;
        taxIdent = createUniqueTaxIdentifier(); // side-effect!
    }
}

class Student extends Person {
    long matrikelNr;

    //Student(String fName, String lName, long matrikel) {
    //    super(firstName, lastName);
    //    matrikelNr = matrikel;
    //}

    // Manual initialization, easy to make a mistake (e.g. what about `taxIdent`?)
    Student student1 = new Student();
    student1.firstName = "Max";
    student1.lastName = "Mustermann";
    student1.matrikelNr = 1234567890;

    // Complete, consistent, convenient ☺
    Student student2 = new Student("Max", "Mustermann", 1234567890);
}
```

Example:

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;
        taxIdent = createUniqueTaxIdentifier(); // side-effect!
    }
}

class Student extends Person {
    long matrikelNr;

    Student(String fName, String lName, long matrikel) {
        super(firstName, lastName);
        matrikelNr = matrikel;
    }
}

// Manual initialization, easy to make a mistake (e.g. what about `taxIdent`?)
Student student1 = new Student();
student1.firstName = "Max";
student1.lastName = "Mustermann";
student1.matrikelNr = 1234567890;

// Complete, consistent, convenient ☺
Student student2 = new Student("Max", "Mustermann", 1234567890);
```

Example:

```
class Person {
    String firstName;
    String lastName;
    long taxIdent;

    Person(String fName, String lName) {
        firstName = fName;
        lastName = lName;
        taxIdent = createUniqueTaxIdentifier(); // side-effect!
    }
}

class Student extends Person {
    long matrikelNr;

    Student(String fName, String lName, long matrikel) {
        super(firstName, lastName);
        matrikelNr = matrikel;
    }
}

// Manual initialization, easy to make a mistake (e.g. what about `taxIdent`?)
Student student1 = new Student();
student1.firstName = "Max";
student1.lastName = "Mustermann";
student1.matrikelNr = 1234567890;

// Complete, consistent, convenient ☺
Student student2 = new Student("Max", "Mustermann", 1234567890);
```

Parameters

- *parameter list*: Passing parameters to methods or constructors

```
class SomeClass {
    public int doSomething(int primitiveParameter1,
        double primitiveParameter2,
        SomeClass referenceParameter)
    {
        int someInt = 17 + 9;
        primitiveParameter1 = 0;
        referenceParameter = null;
        return someInt;
    }
}
```

} body

- Passing **primitive type** parameters: **Call By Value**
Changes to parameter have no effect outside of method or constructor

```
int x = 1;
SomeClass someObject = new SomeClass();
int y = doSomething(x, 2.345, someObject);
// At this point, x still has value 1.
```

Parameters

- *parameter list*: Passing parameters to methods or constructors

```
class SomeClass {
    public int doSomething(int primitiveParameter1,
        double primitiveParameter2,
        SomeClass referenceParameter)
    {
        int someInt = 17 + 9;
        primitiveParameter1 = 0;
        referenceParameter = null;
        return someInt;
    }
}
```

} body

- Passing **primitive type** parameters: **Call By Value**
Changes to parameter have no effect outside of method or constructor

```
int x = 1;
SomeClass someObject = new SomeClass();
int y = doSomething(x, 2.345, someObject);
// At this point, x still has value 1.
```

Parameters

- parameter list: Passing parameters to methods or constructors

```
class SomeClass {
    public int doSomething(int primitiveParameter1,
        double primitiveParameter2,
        SomeClass referenceParameter)
    {
        int someInt = 17 + 9;
        primitiveParameter1 = 0;
        referenceParameter = null;
        return someInt;
    }
}
```

} body

- Passing reference type parameters: **ALSO Call By Value (!!)**
Changes to parameter ITSELF have no effect outside of method or constructor

```
int x = 1;
SomeClass someObject = new SomeClass();
int y = doSomething(x, 2.345, someObject);
// At this point, someObject still references
// the same object (someObject != null).
```

Parameters

- However, passing reference type parameters can be used to modify objects or arrays with a lasting effect:

```
public void doSomethingElse(int[] refParameter) {
    for (int i=0; i<refParameter.length; i++) {
        refParameter[i] = 47;
    }
}
```

```
public void anotherMethod() {
    int[] someArray = { 1, 2, 3, 4, 5 };
    doSomethingElse(someArray);
    for (int i=0; i<someArray.length; i++) {
        System.out.print("#" + i + ": " + someArray[i]);
    }
}
```

⇒ output will be: #0: 47 #1: 47 #2: 47 #3: 47

Parameters

- However, passing reference type parameters can be used to modify objects or arrays with a lasting effect:

```
public void doSomethingElse(int[] refParameter) {
    for (int i=0; i<refParameter.length; i++) {
        refParameter[i] = 47;
    }
}
```

```
public void anotherMethod() {
    int[] someArray = { 1, 2, 3, 4, 5 };
    doSomethingElse(someArray);
    for (int i=0; i<someArray.length; i++) {
        System.out.print("#" + i + ": " + someArray[i]);
    }
}
```

⇒ output will be: #0: 47 #1: 47 #2: 47 #3: 47

Why is this so?

- Remember:** Reference type variables point to an object of the reference type
- Call By Value means:** When method or constructor is called, copies of corresponding variables' values are passed
- Once method returns: Copies are destroyed
- Reference type variables may be used to manipulate something OUTSIDE the method (or constructor).

memory (simplified model)		
cell nr	cell name	cell content
...
1149	someArray	<1150>
1150		0
1151		0
1152		7
...
1327	refParameter	<1150>
...

→ "Side effect"

Classes, Objects, Inheritance

The special value **null** :

- **null** points to "nothing"

```
Bicycle bike1 = new Bicycle();  
Bicycle sameBike = bike1;
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1150>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	1
...
1327	sameBike	<1150>
...

Classes, Objects, Inheritance

The special value **null** :

- **null** points to "nothing"

```
Bicycle bike1 = new Bicycle();  
Bicycle sameBike = bike1;  
  
sameBike = null;  
// Has no effect on bike1.
```

memory (simplified model)		
cell nr	cell name	cell content
...
1149	bike1	<1150>
1150	bike1.cadence	0
1151	bike1.speed	0
1152	bike1.gear	1
...
1327	sameBike	null
...

Poof!

Classes, Objects, Inheritance

Returning values

- Methods may **return** a value (corresponding to declared **return type**):

```
public long fakultaet(int n) {  
    long result = 1;  
    for (int i=2; i<=n; i++) {  
        result = result * i;  
    }  
    return result;  
}  
  
public static void main(String[] args) {  
    long x = fakultaet(5);  
    System.out.println("Faculty of 5 is " + x + ".");  
}
```

- General form: **return expression;**

Returns the **value** of *expression*

Classes, Objects, Inheritance

Returning values

- Aside from primitive types, **references** can be returned as well:

```
public Bicycle goGetABike() {  
    return new Bicycle();  
}  
  
public double[] iWantRandomNumbers() {  
    double[] result = new double[10];  
    for (int i=0; i<result.length; i++) {  
        result[i] = Math.random();  
    }  
    return result;  
}  
  
public static void main(String[] args) {  
    Bicycle bike = goGetABike();  
    double[] myShinyNewArray = iWantRandomNumbers();  
}
```

- Corresponding objects/arrays are not "destroyed" (**Remember:** Reference type variables hold references to the objects, not the objects themselves!)

Returning values

- Aside from primitive types, **references** can be returned as well:

```
public Bicycle goGetABike() {
    return new Bicycle();
}

public double[] iWantRandomNumbers() {
    double[] result = new double[10];
    for (int i=0; i<result.length; i++) {
        result[i] = Math.random();
    }
    return result;
}

public static void main(String[] args) {
    Bicycle bike = goGetABike();
    double[] myShinyNewArray = iWantRandomNumbers();
}
```

- Corresponding objects/arrays are not "destroyed" (**Remember:** Reference type variables hold references to the objects, not the objects themselves!)

Returning values

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```
public Bicycle goGetABike() {
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    double[] result = new double[10];
    for (int i=0; i<result.length; i++) {
        result[i] = Math.random();
    }
    return result;
}

public static void main(String[] args) {
    Bicycle bike = goGetABike();
    double[] myShinyNewArray = iWantRandomNumbers();
}
```

- Corresponding objects/arrays are not "destroyed" (**Remember:** Reference type variables hold references to the objects, not the objects themselves!)

Calling methods

- Methods can be called from **inside** and **outside** a class:

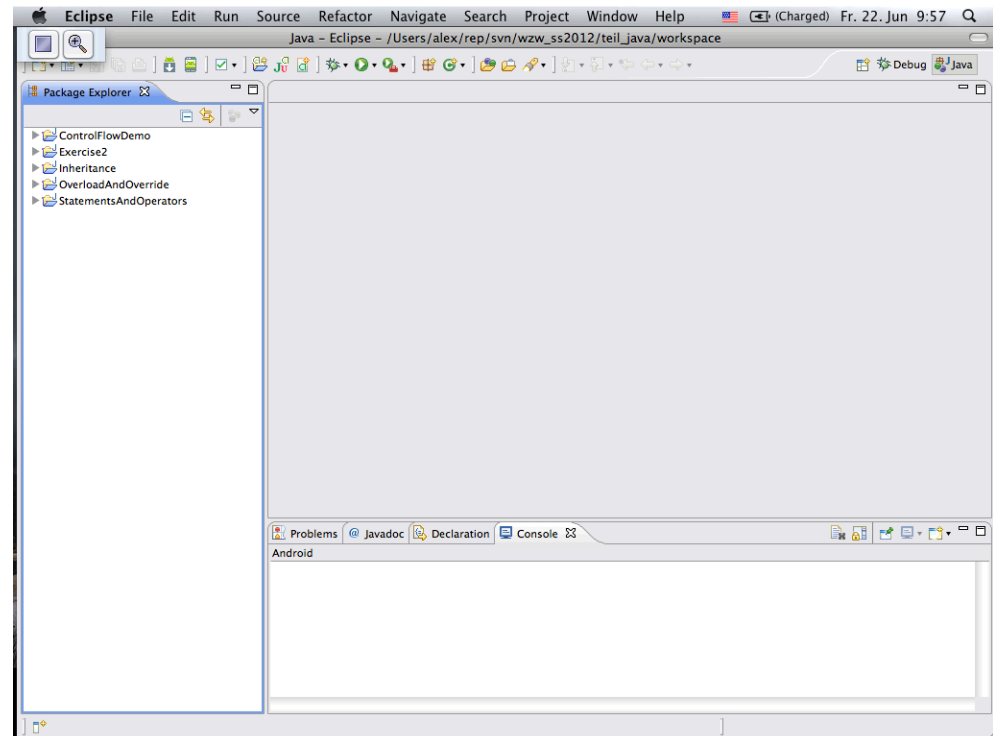
```
public class Bicycle {
    public int cadence = 0;

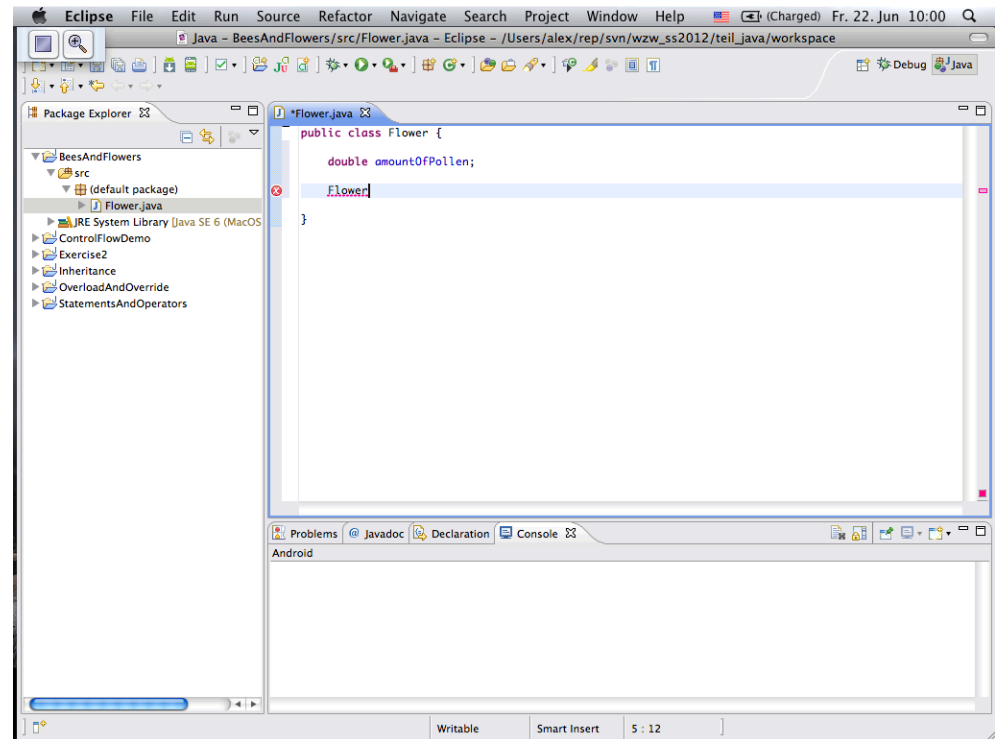
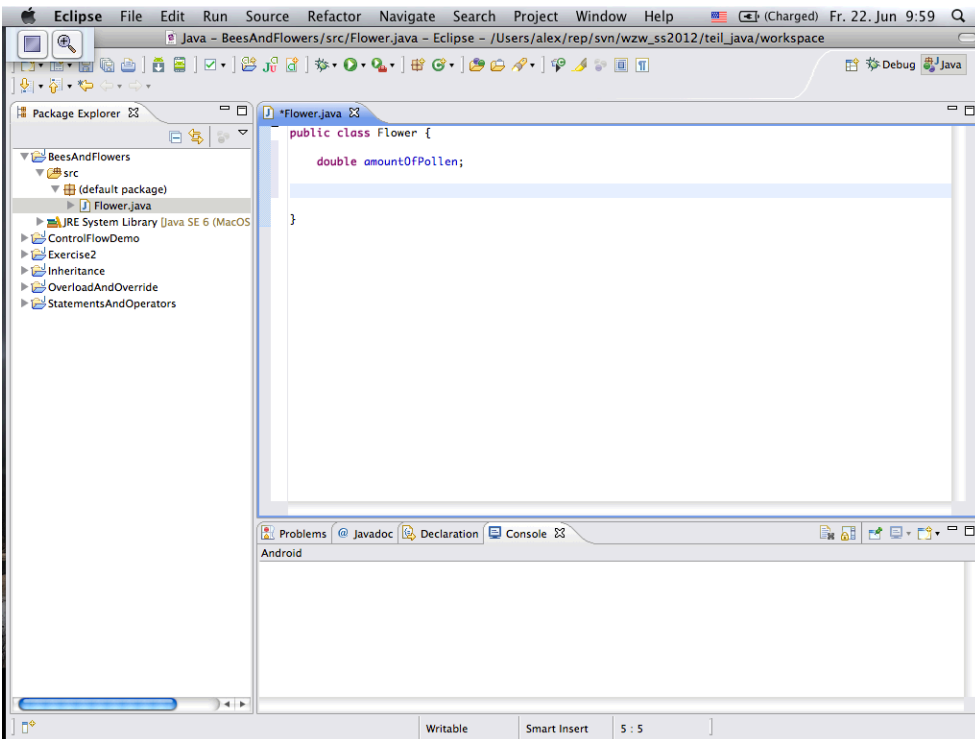
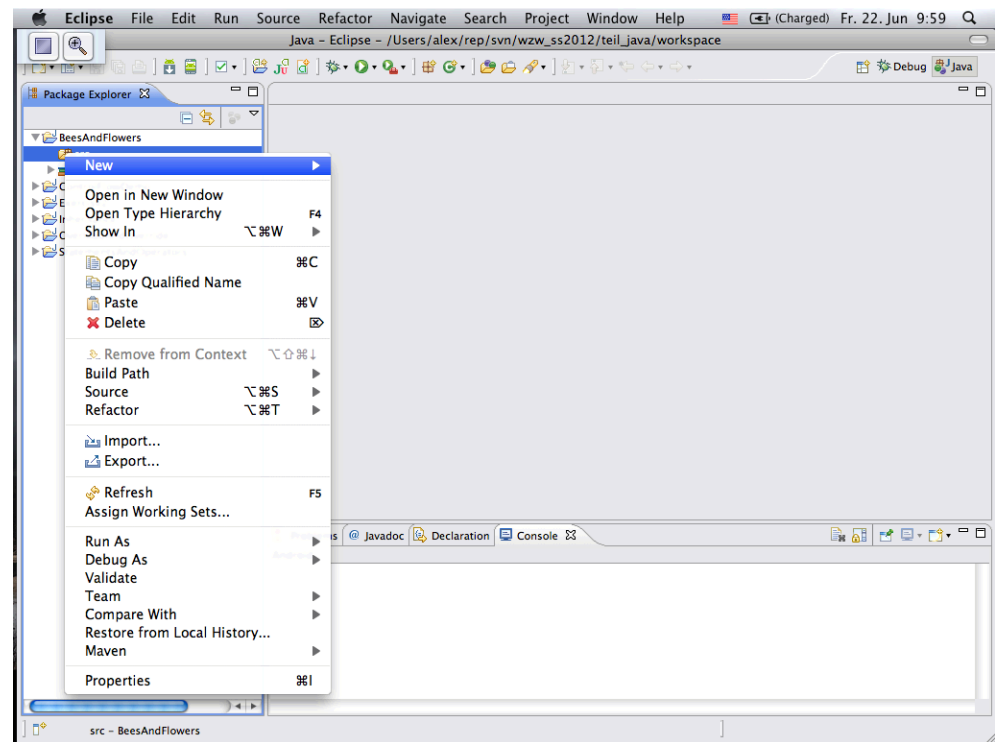
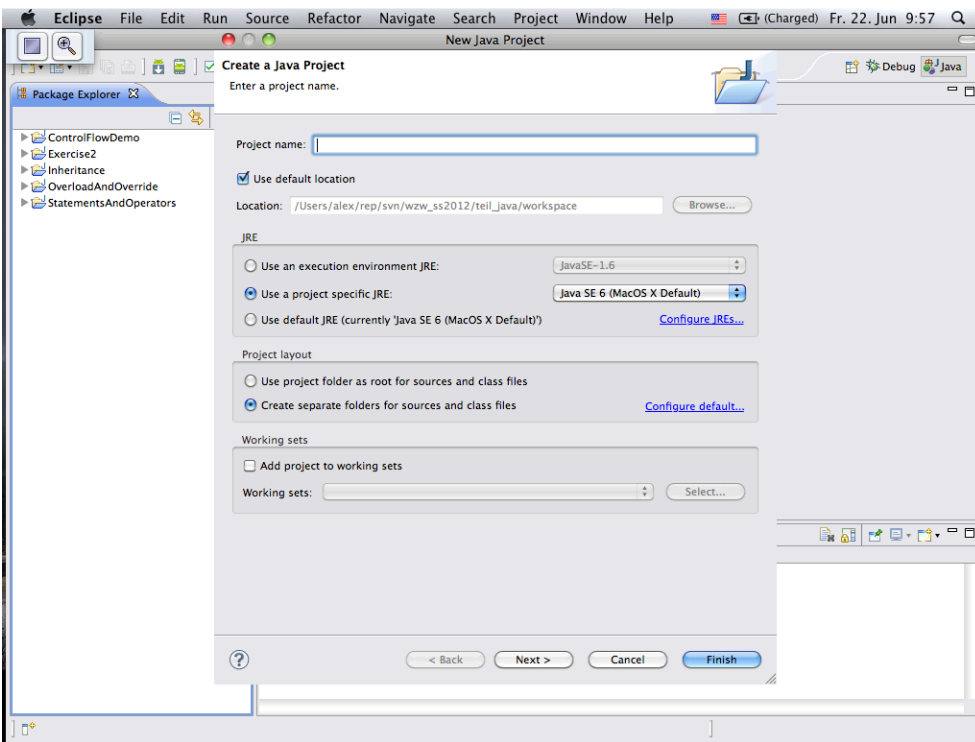
    public void changeCadence(int newCadence) {
        cadence = newCadence; // also: this.cadence
    }

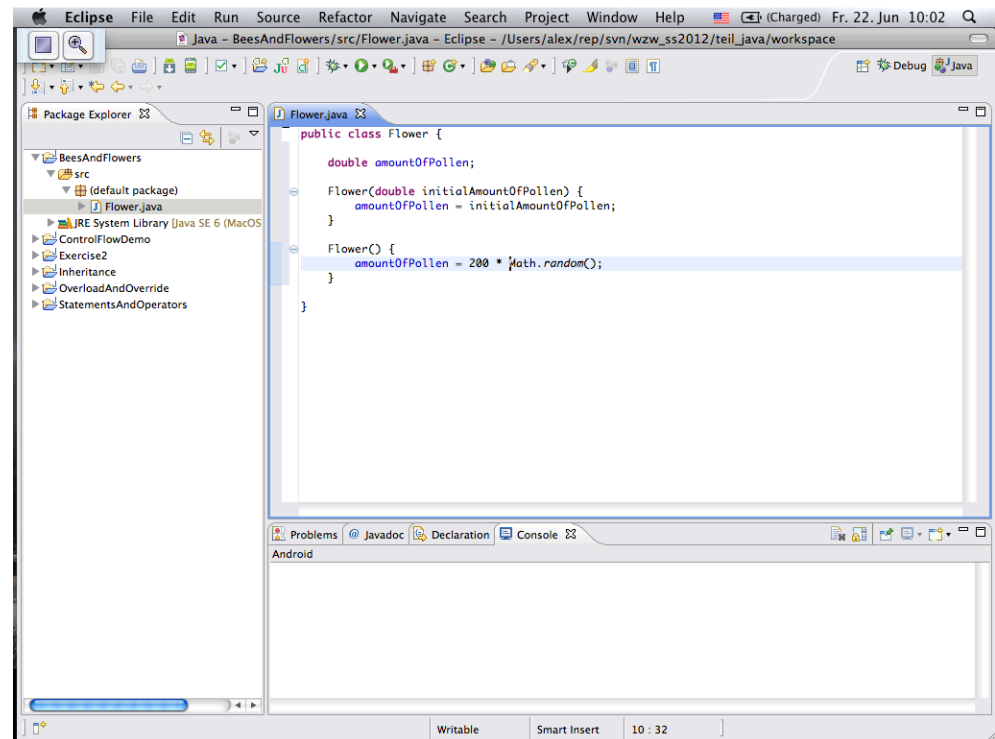
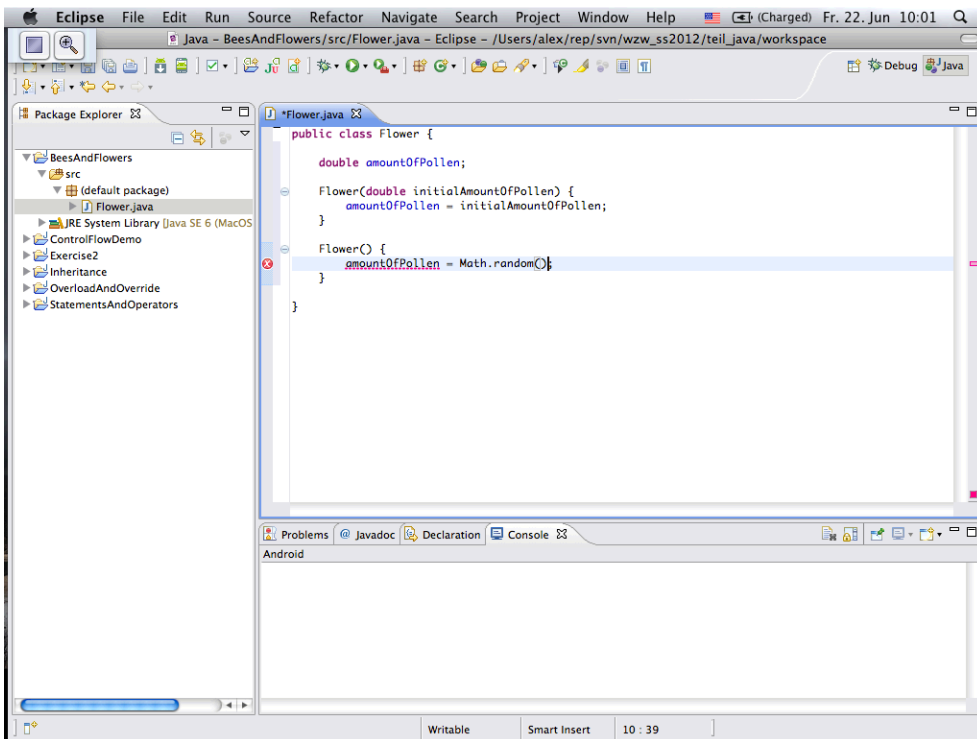
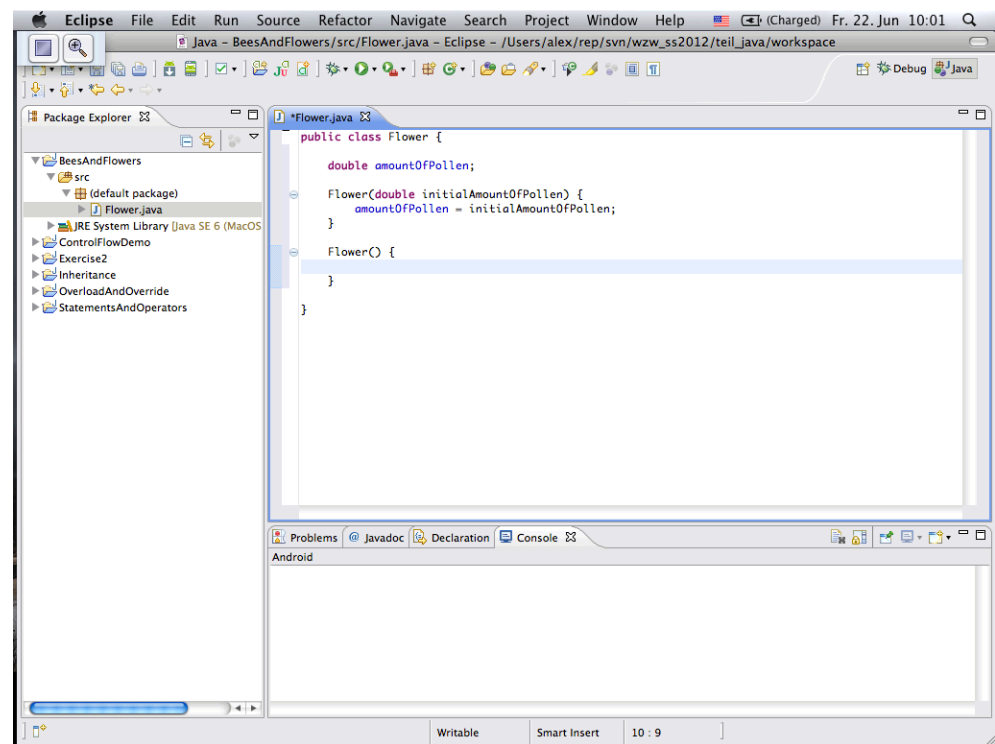
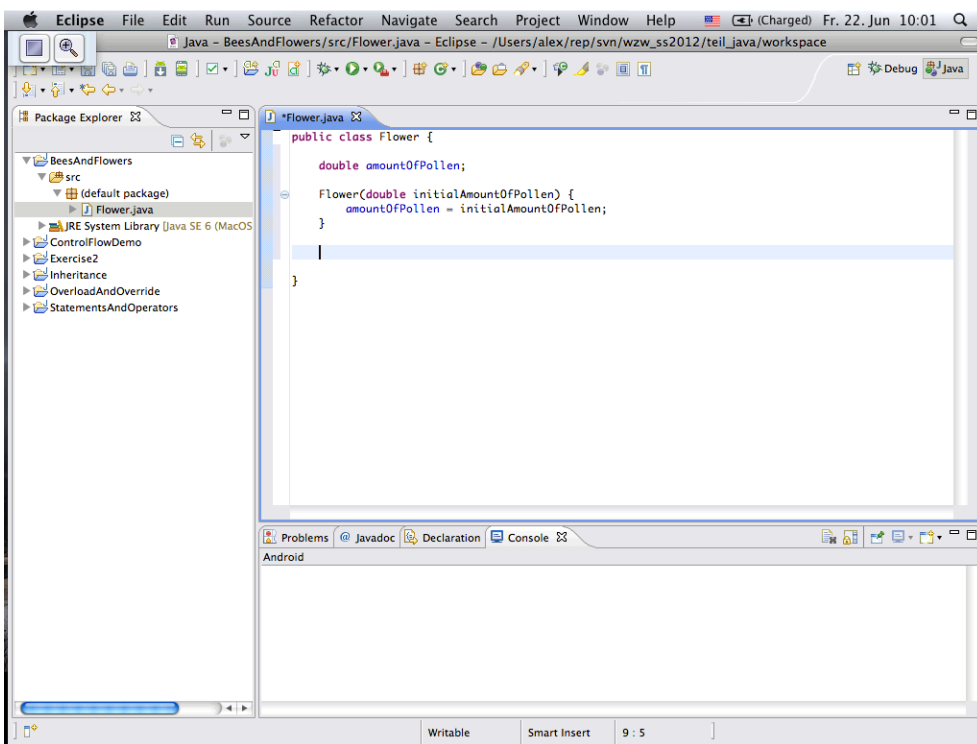
    public void someArbitraryNonsenseMethod() {
        changeCadence(5); // also: this.changeCadence
    }
}

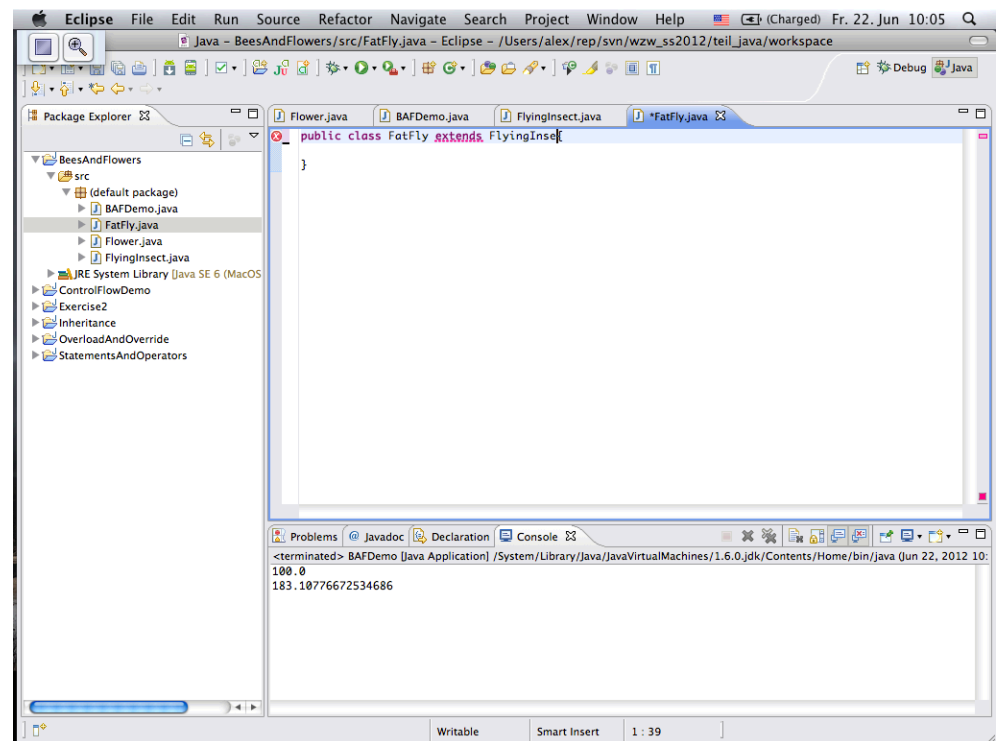
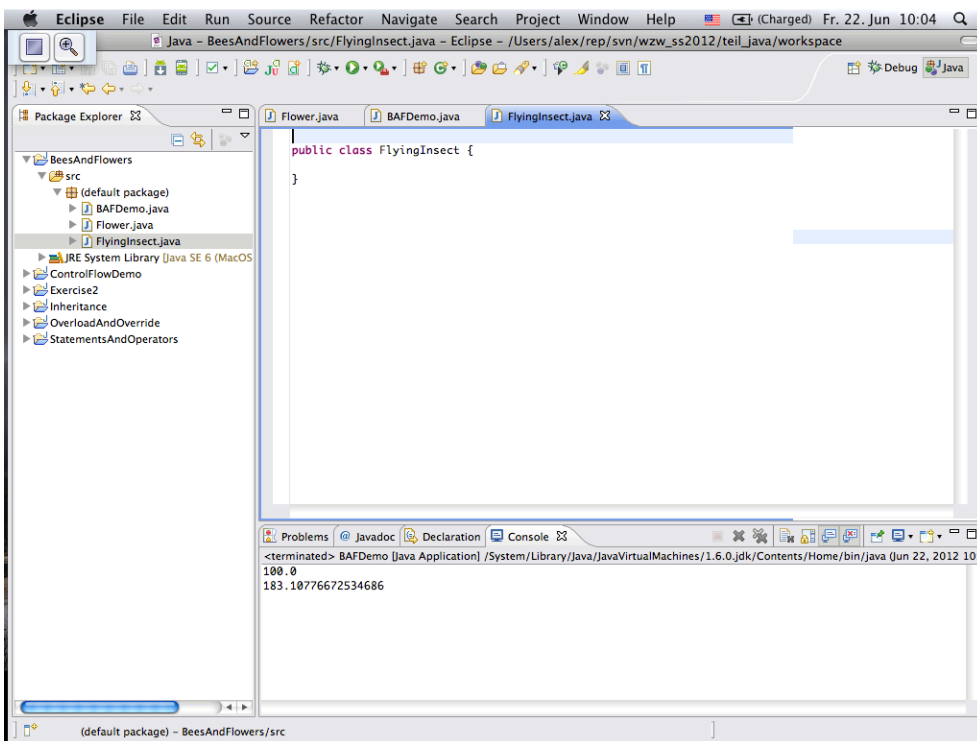
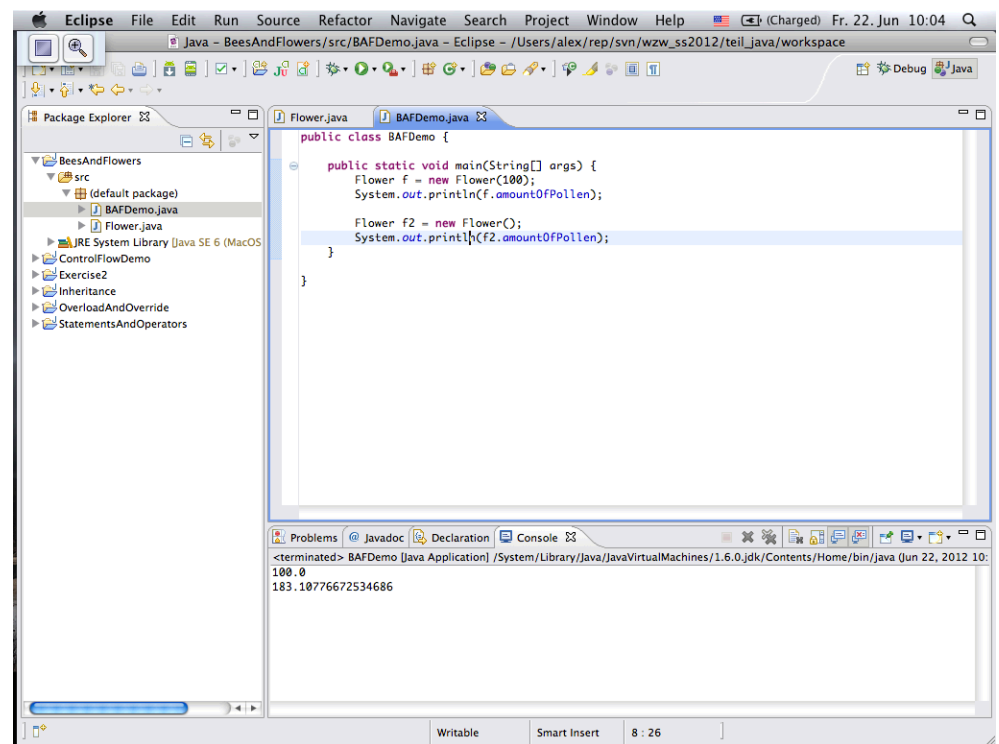
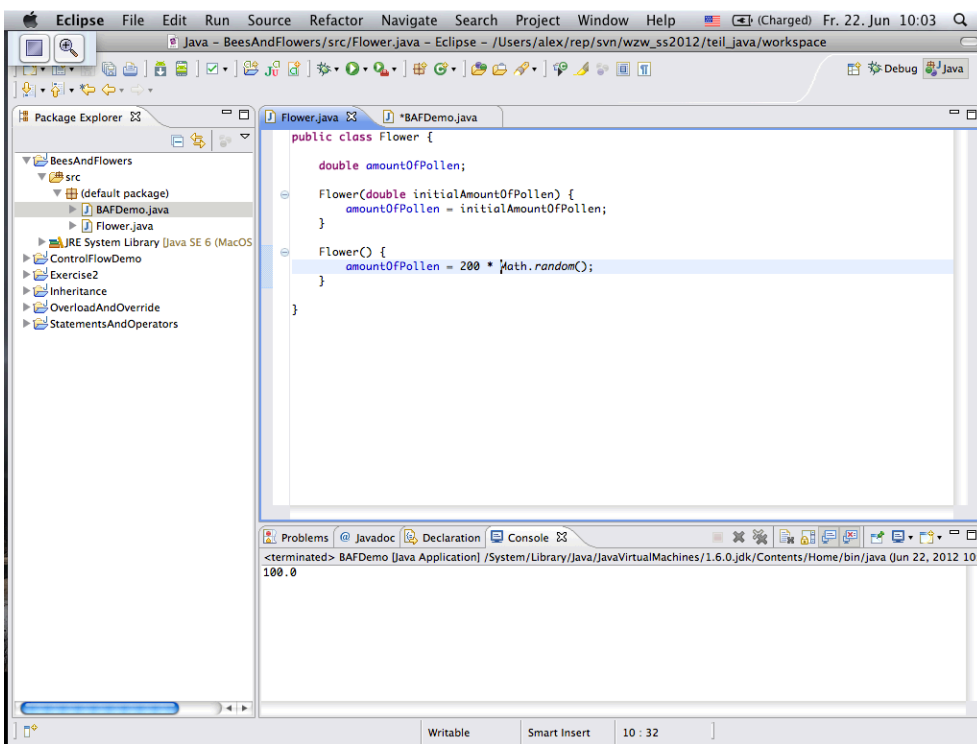
public static void main(String[] args) {
    Bicycle bike = new Bicycle();
    bike.changeCadence(10);
    // bike.cadence == 10;
    bike.someArbitraryNonsenseMethod();
    // bike.cadence == 5;
}
```

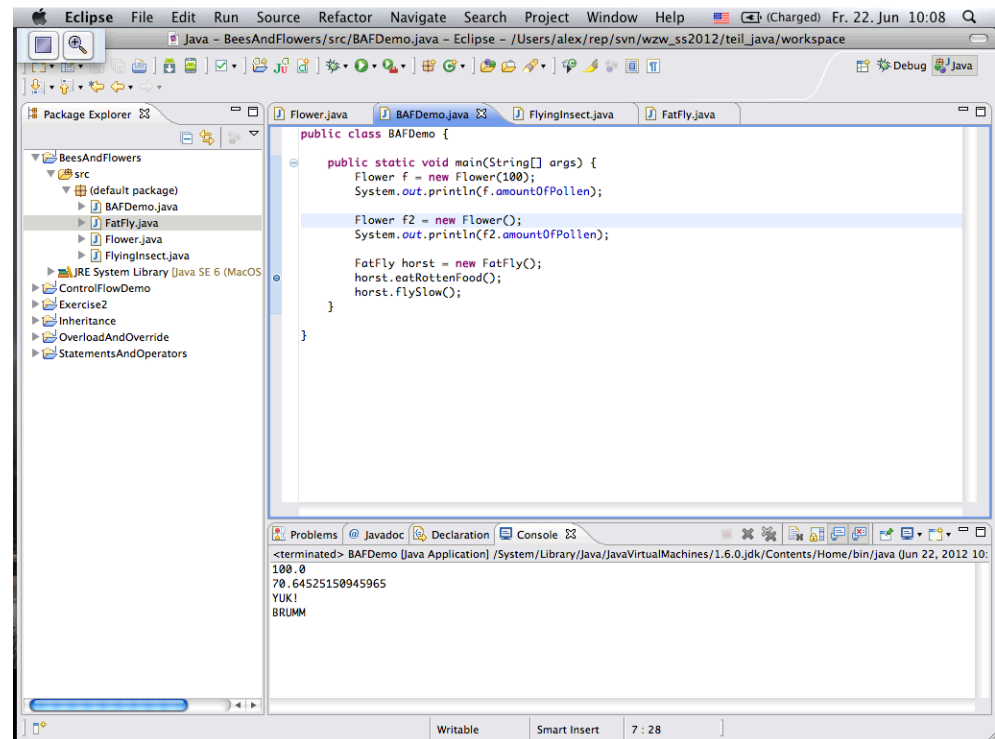
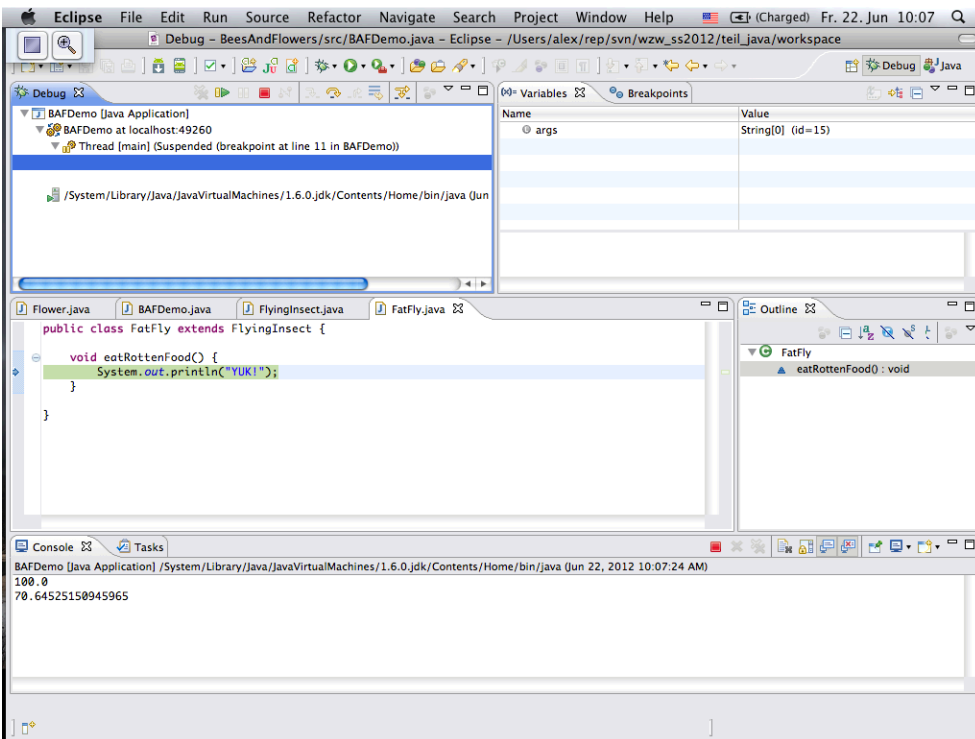
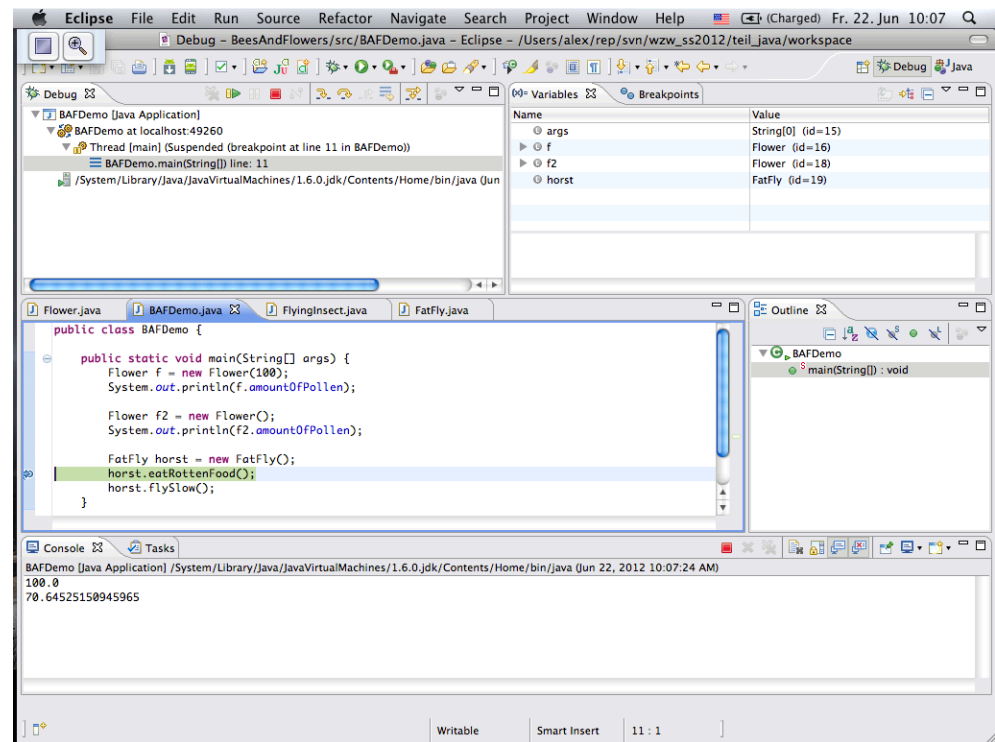
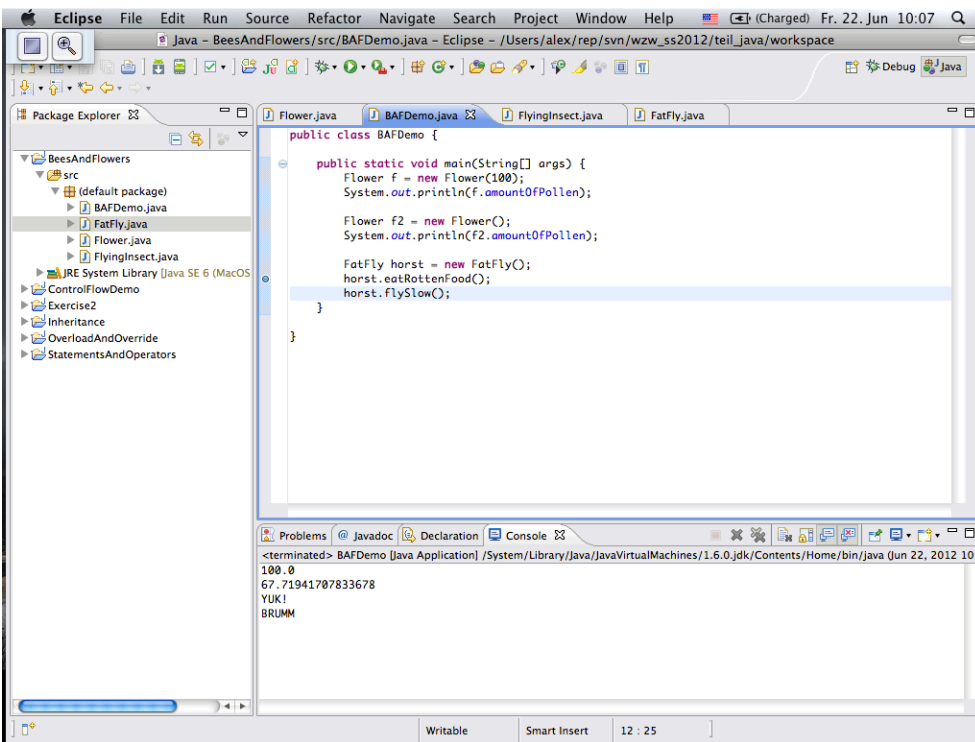
- If needed, objects may refer to themselves as **this**

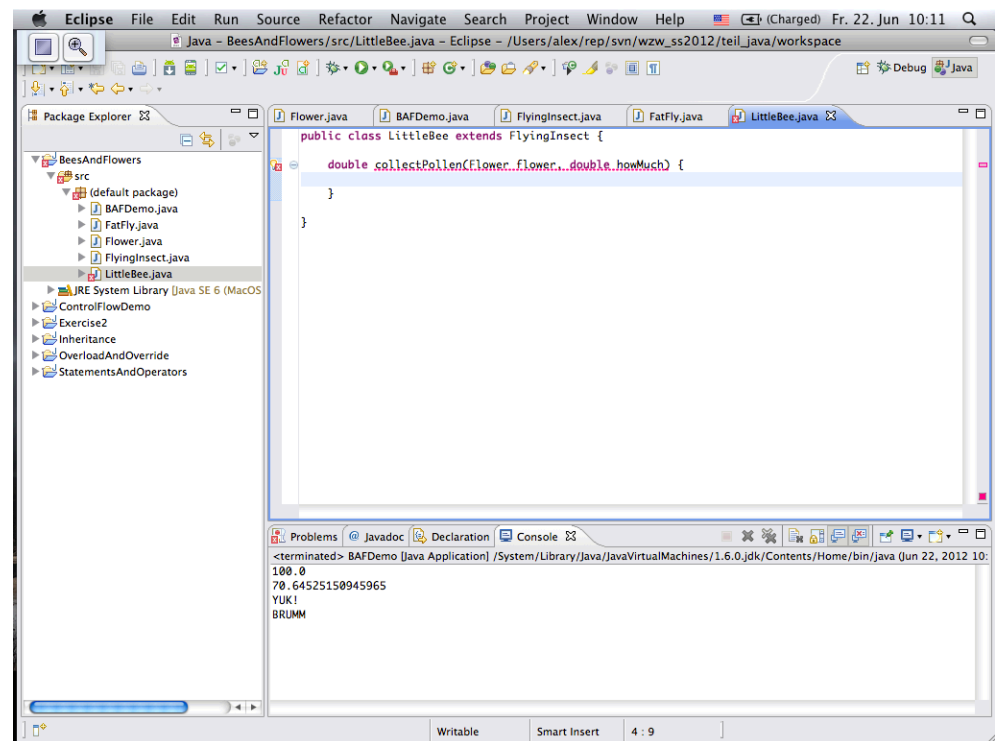
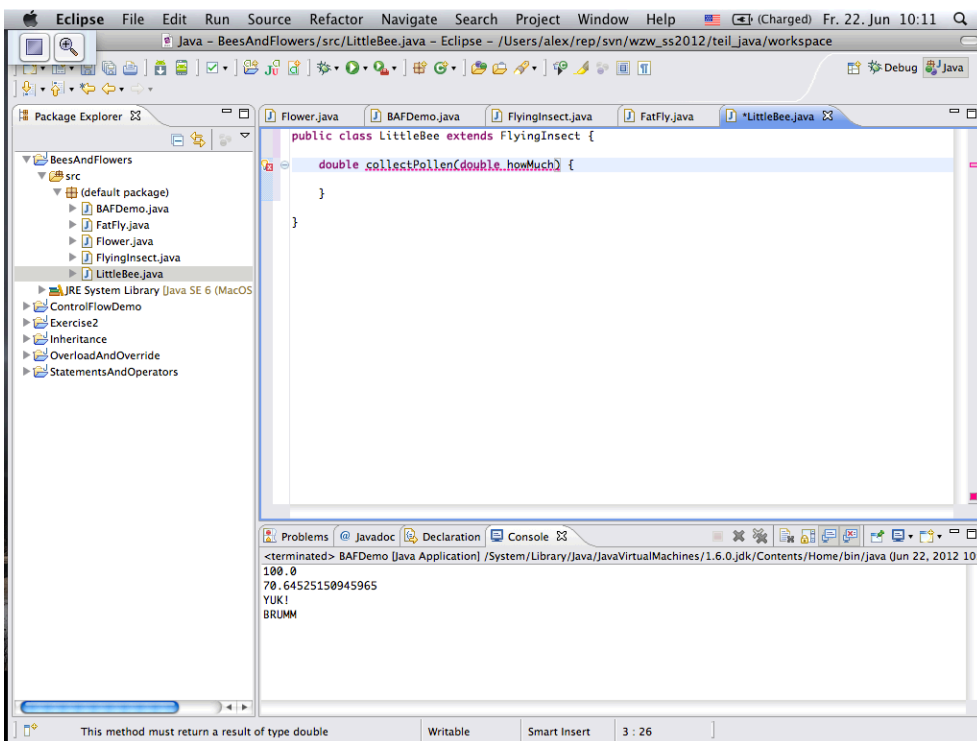
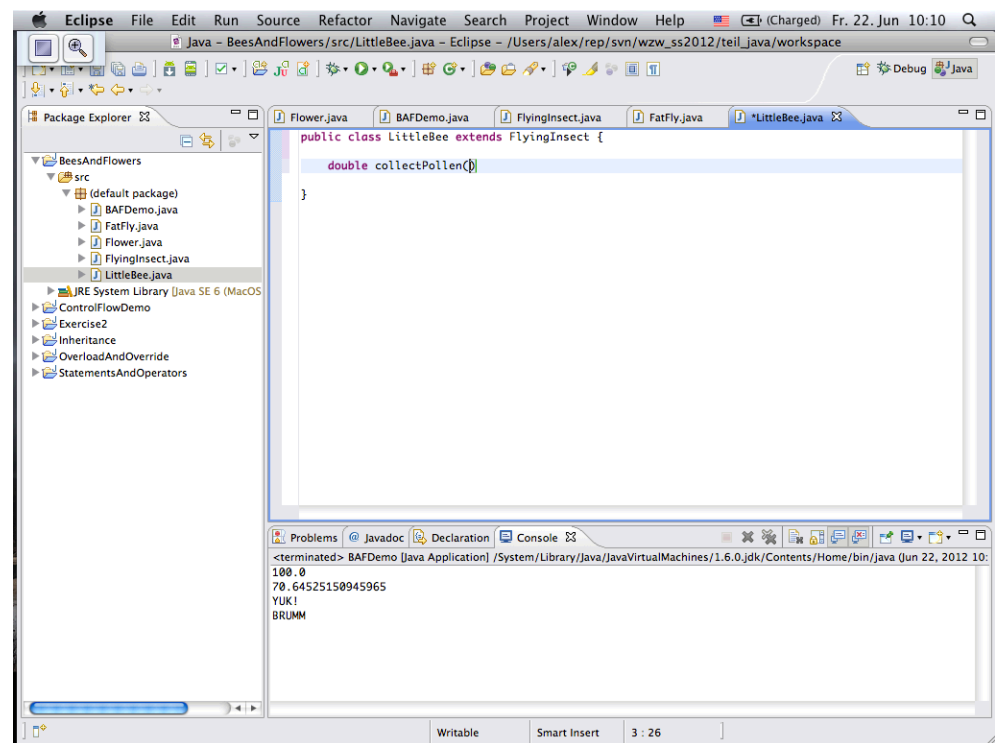
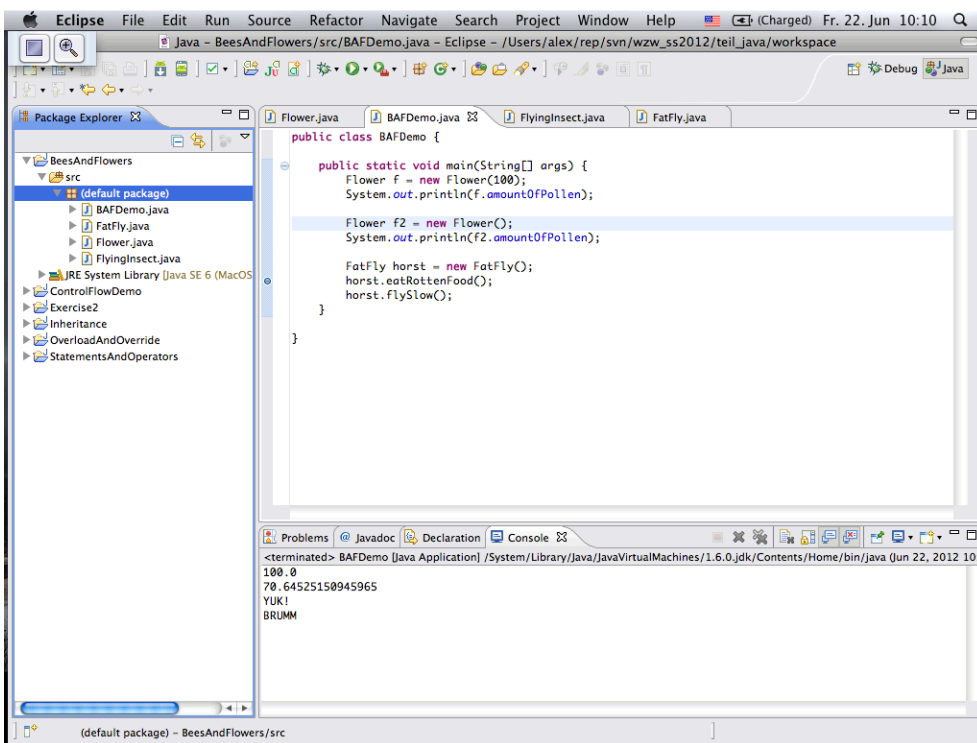


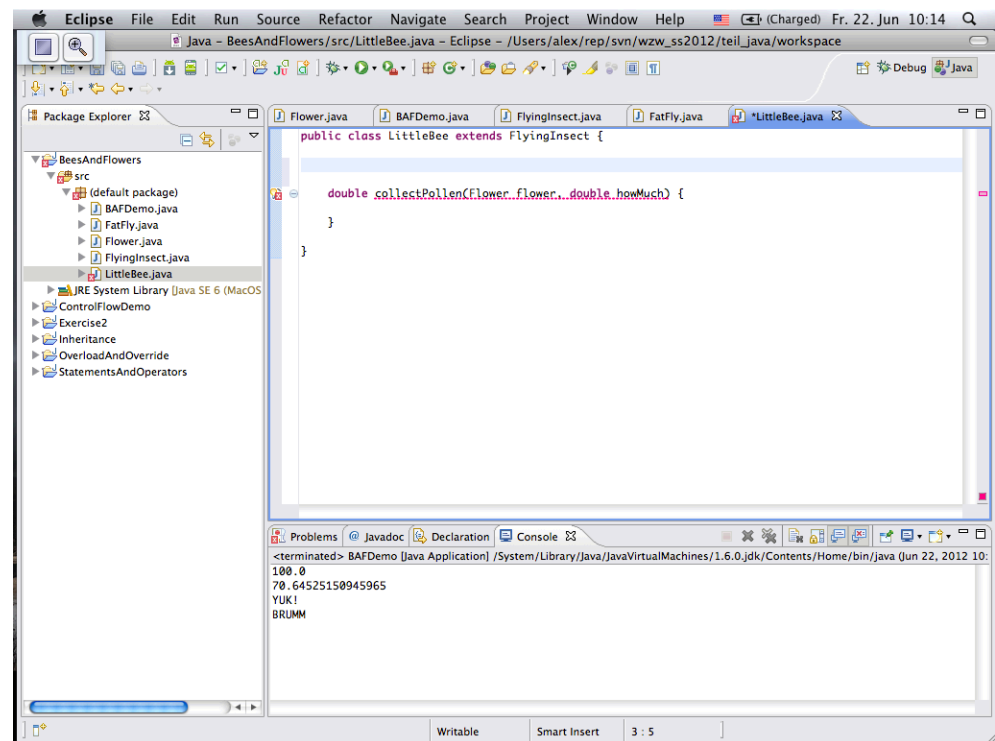
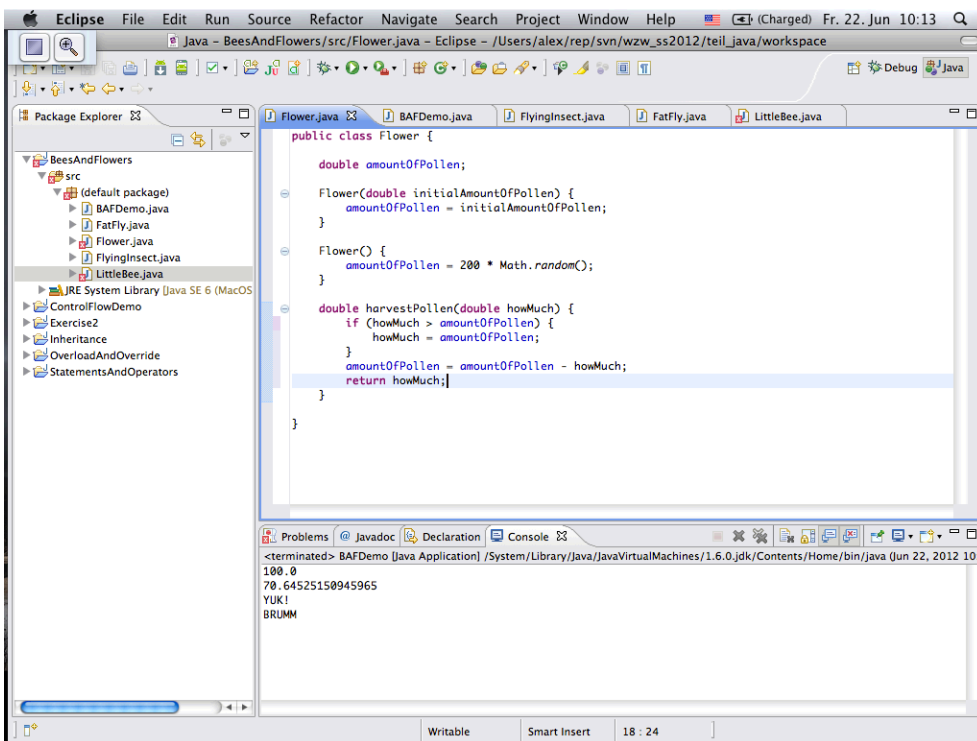
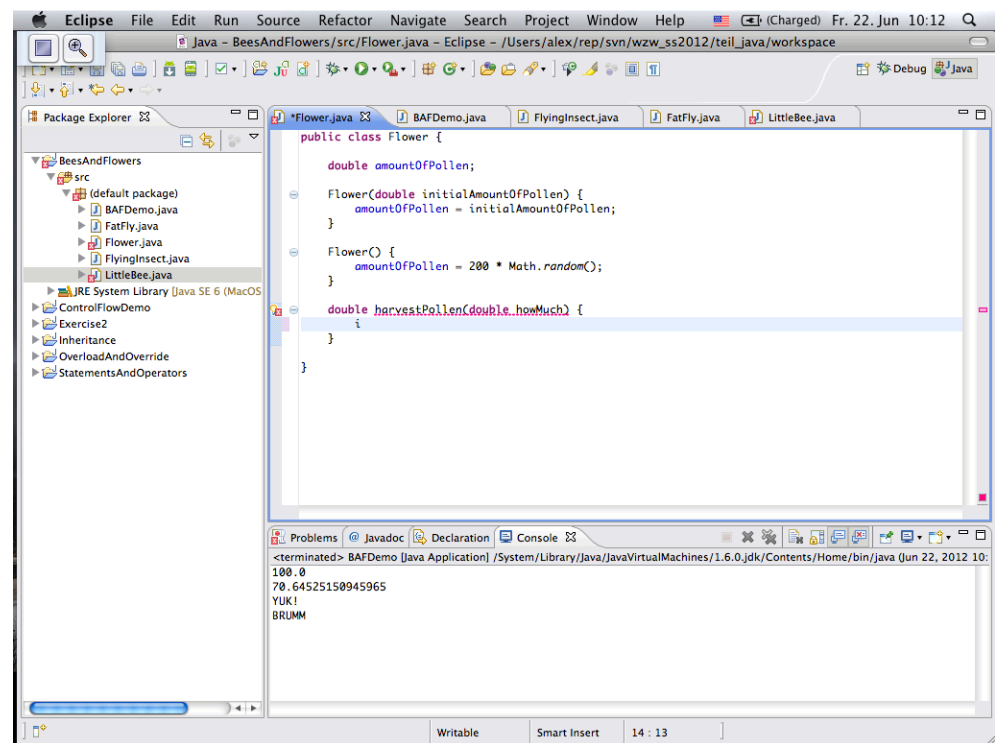
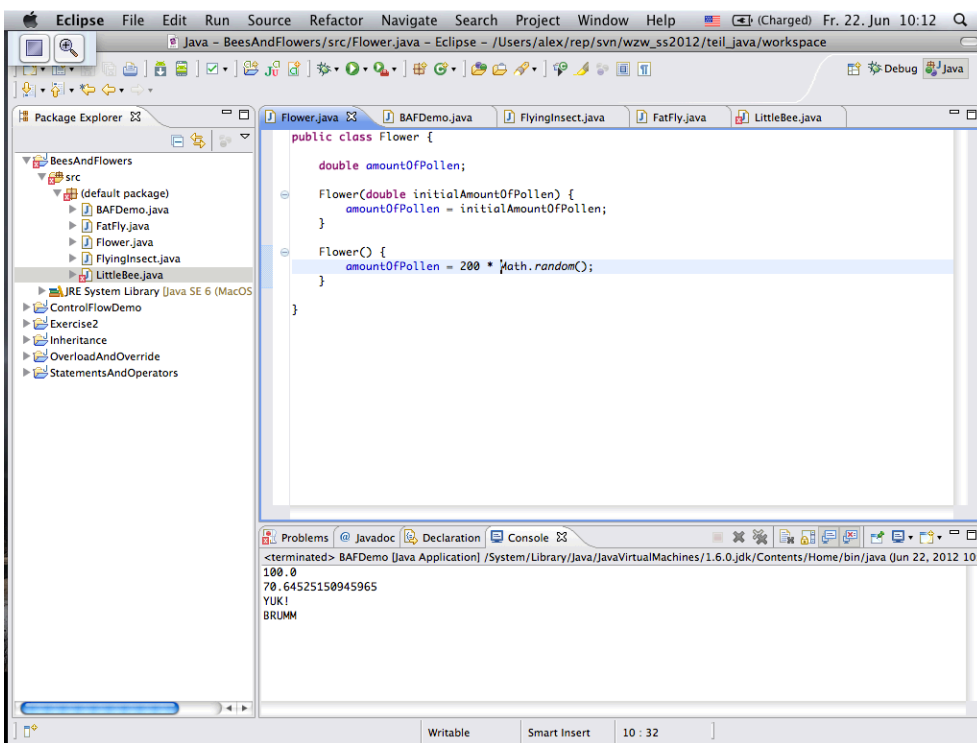


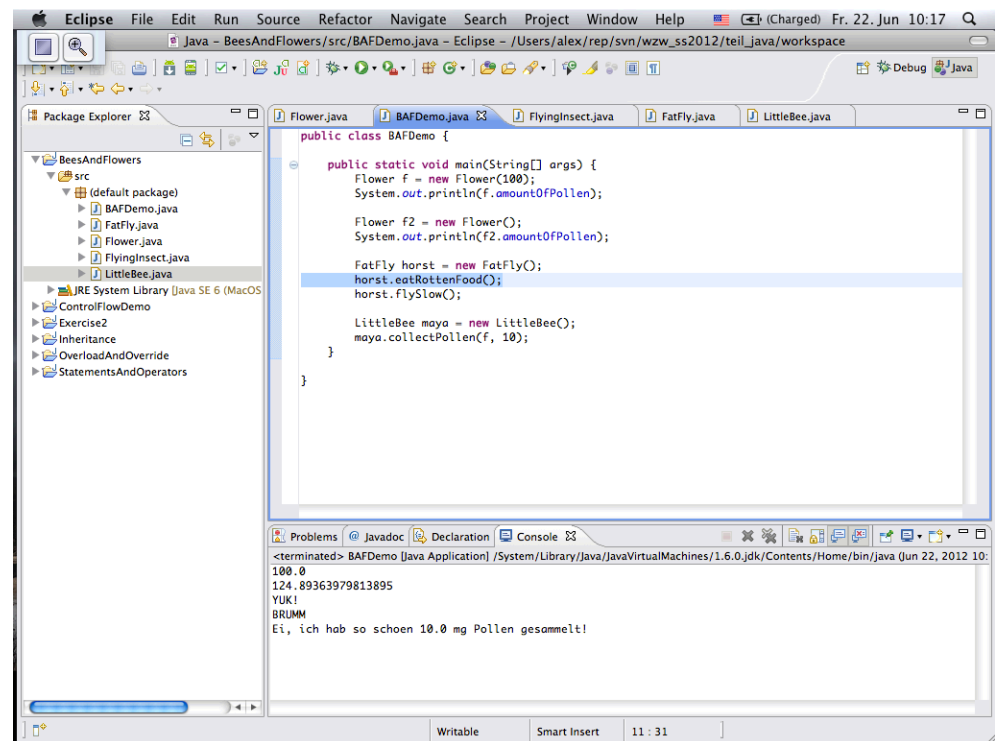
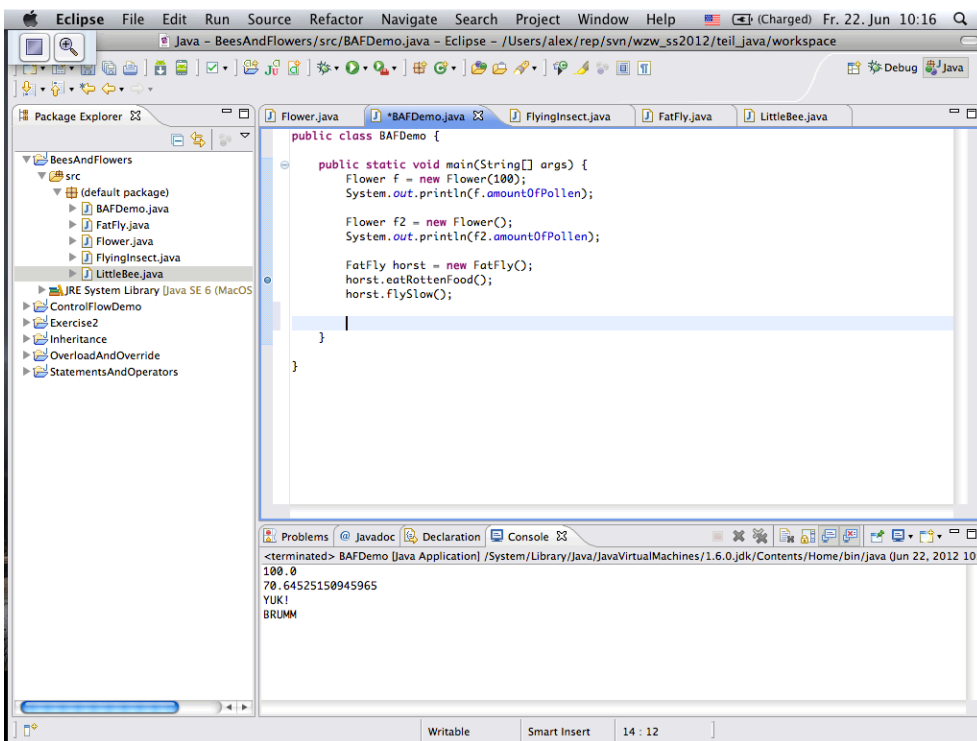
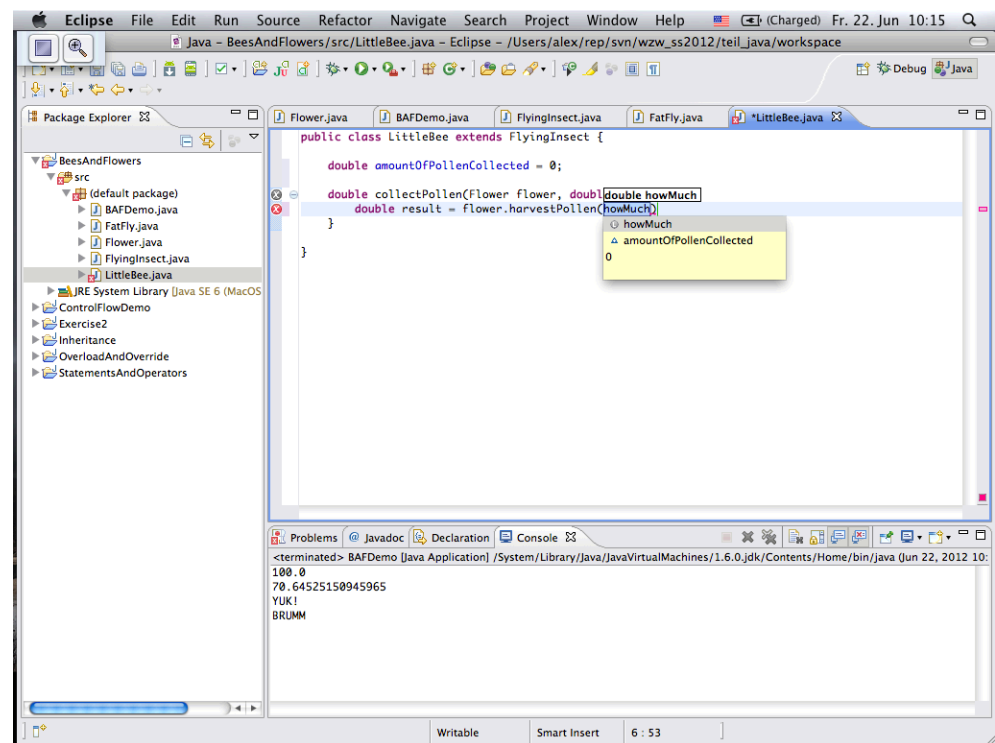
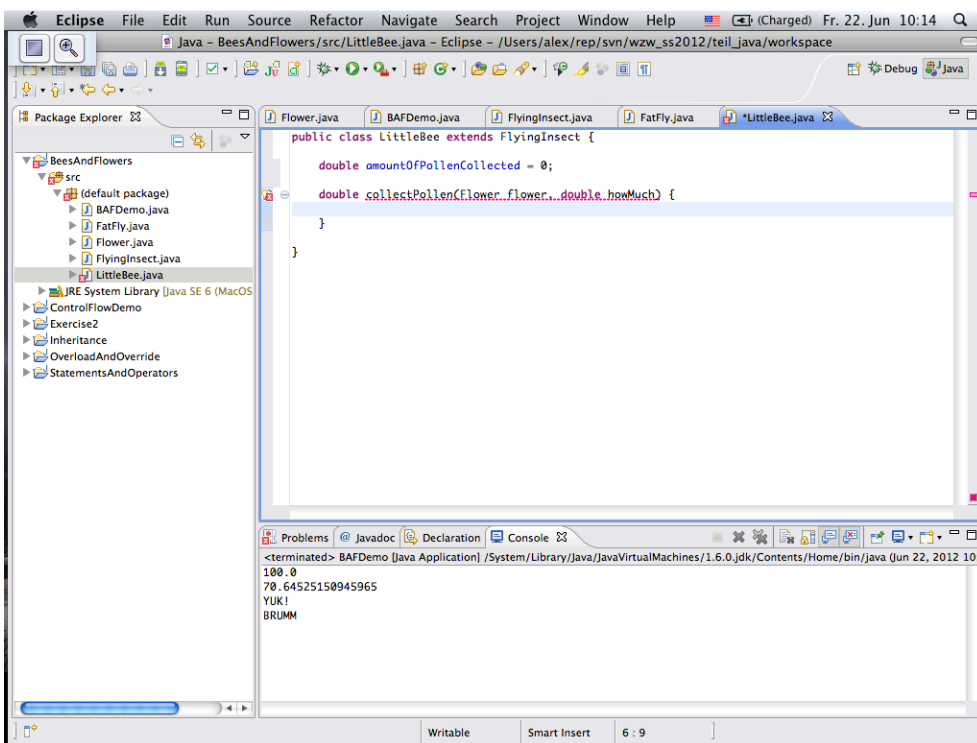












Eclipse IDE screenshot showing a debug session for `LittleBee.java`. The top toolbar shows the application is running. The **Debug** view shows the call stack with `LittleBee.collectPollen(Flower, double) line: 6` selected. The **Variables** view shows:

Name	Value
▶ this	LittleBee (id=23)
▶ flower	Flower (id=18)
▶ howMuch	10.0

The **Outline** view shows the `LittleBee` class with the `collectPollen` method selected. The **Console** view shows the output:

```
BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
```

Eclipse IDE screenshot showing a debug session for `Flower.java`. The **Debug** view shows the call stack with `Flower.harvestPollen(double) line: 14` selected. The **Variables** view shows:

Name	Value
▶ this	Flower (id=18)
▶ howMuch	10.0

The **Outline** view shows the `Flower` class with the `harvestPollen` method selected. The **Console** view shows the output:

```
BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
```

Eclipse IDE screenshot showing a debug session for `Flower.java`. The **Debug** view shows the call stack with `LittleBee.collectPollen(Flower, double) line: 6` selected. The **Variables** view shows:

Name	Value
▶ this	Flower (id=18)
▶ howMuch	10.0

The **Outline** view shows the `Flower` class with the `harvestPollen` method selected. The **Console** view shows the output:

```
BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
```

Eclipse IDE screenshot showing a debug session for `LittleBee.java`. The **Debug** view shows the call stack with `LittleBee.collectPollen(Flower, double) line: 6` selected. The **Variables** view is empty. The **Outline** view shows the `LittleBee` class with the `collectPollen` method selected. The **Console** view shows the output:

```
BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
```

Eclipse IDE screenshot showing a debug session for `LittleBee.java`. The console output is as follows:

```

BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!

```

The Variables window shows the following state:

Name	Value
this	LittleBee (id=23)
amountOfPollenCollected	10.0
flower	Flower (id=18)
howMuch	10.0
result	10.0

The code editor shows the `collectPollen` method in `LittleBee`:

```

public class LittleBee extends FlyingInsect {
    double amountOfPollenCollected = 0;

    double collectPollen(Flower flower, double howMuch) {
        double result = flower.harvestPollen(howMuch);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
        return result;
    }
}

```

Eclipse IDE screenshot showing the `BAFDemo.java` file. The console output is as follows:

```

<terminated> BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!

```

The code editor shows the `main` method in `BAFDemo`:

```

public class BAFDemo {
    public static void main(String[] args) {
        Flower f = new Flower(100);
        System.out.println(f.amountOfPollen);

        Flower f2 = new Flower();
        System.out.println(f2.amountOfPollen);

        FatFly horst = new FatFly();
        horst.eatRottenFood();
        horst.flySlow();

        LittleBee maya = new LittleBee();
        maya.collectPollen(f, 10);
    }
}

```

Eclipse IDE screenshot showing the `BAFDemo.java` file with a modification. The console output is as follows:

```

<terminated> BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!

```

The code editor shows the `main` method in `BAFDemo` with a new line:

```

public class BAFDemo {
    public static void main(String[] args) {
        Flower f = new Flower(100);
        System.out.println(f.amountOfPollen);

        Flower f2 = new Flower();
        System.out.println(f2.amountOfPollen);

        FatFly horst = new FatFly();
        horst.eatRottenFood();
        horst.flySlow();

        LittleBee maya = new LittleBee();
        double tmp = maya.collectPollen(f, 10);
    }
}

```

Eclipse IDE screenshot showing the `LittleBee.java` file with a modification. The console output is as follows:

```

<terminated> BAFDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 22, 2012 10:17:56 AM)
100.0
133.5127057962506
YUK!
BRUMM
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!

```

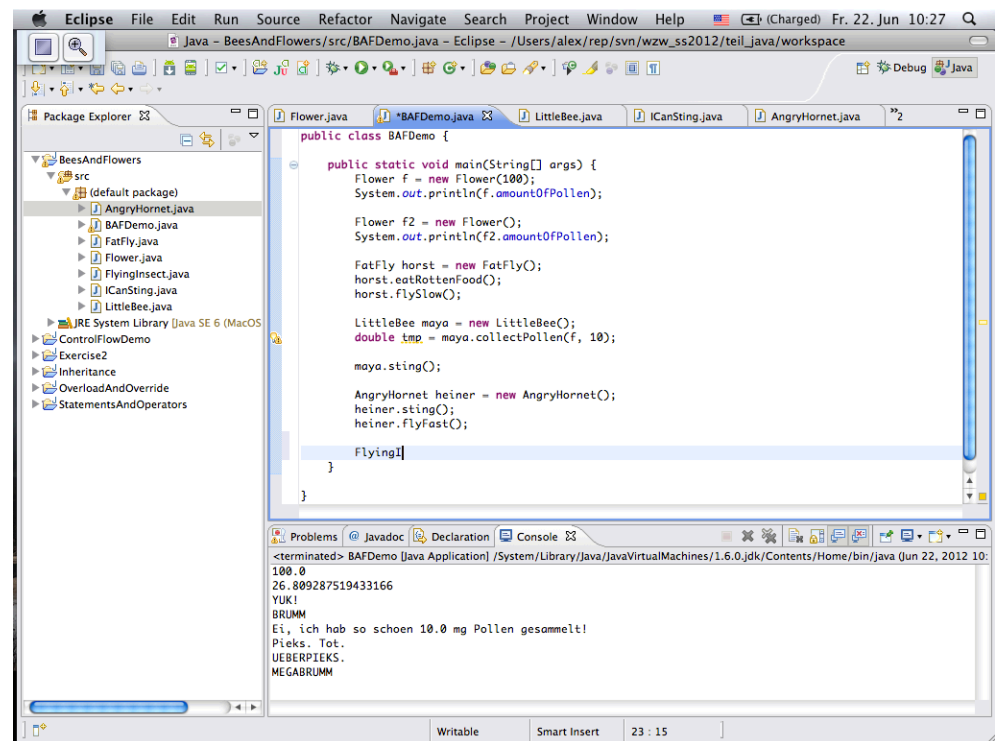
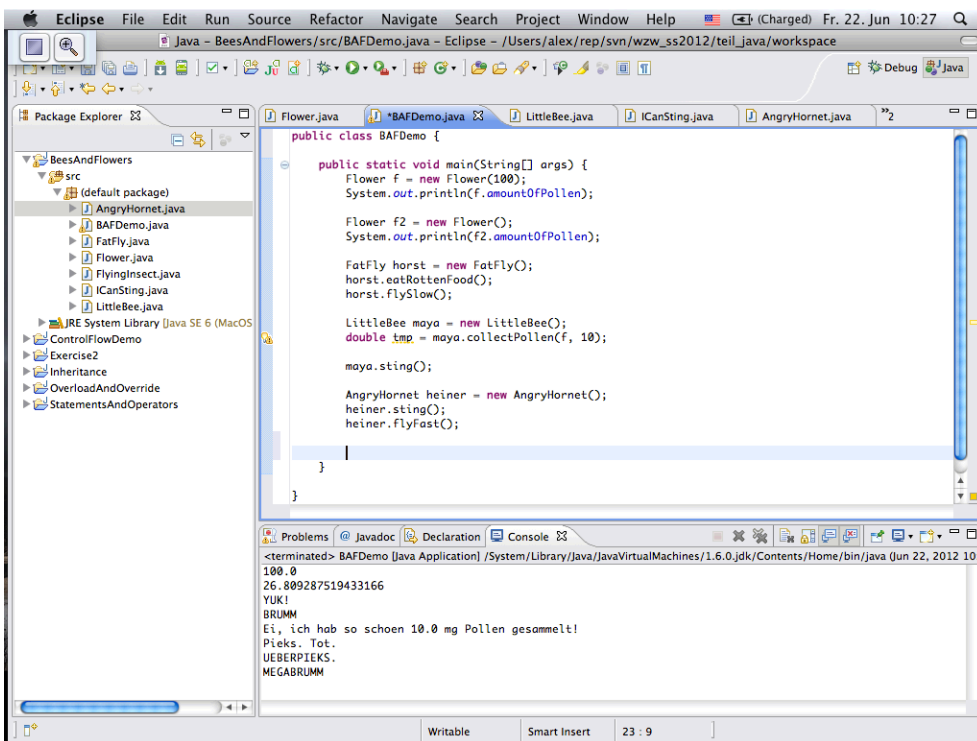
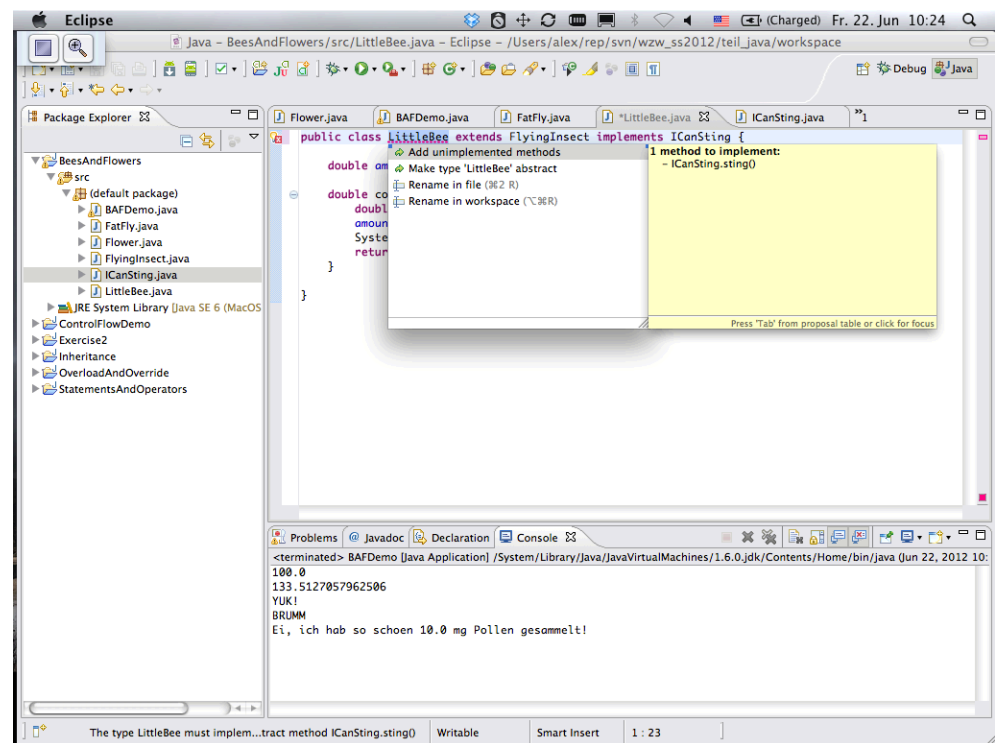
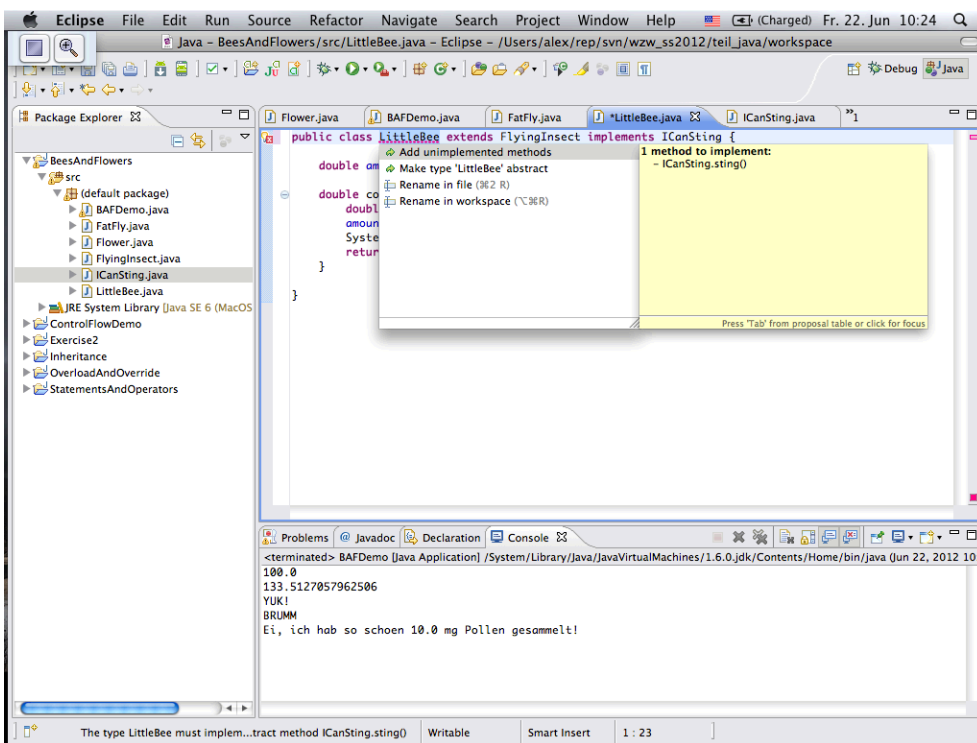
The code editor shows the `collectPollen` method in `LittleBee` with a new line:

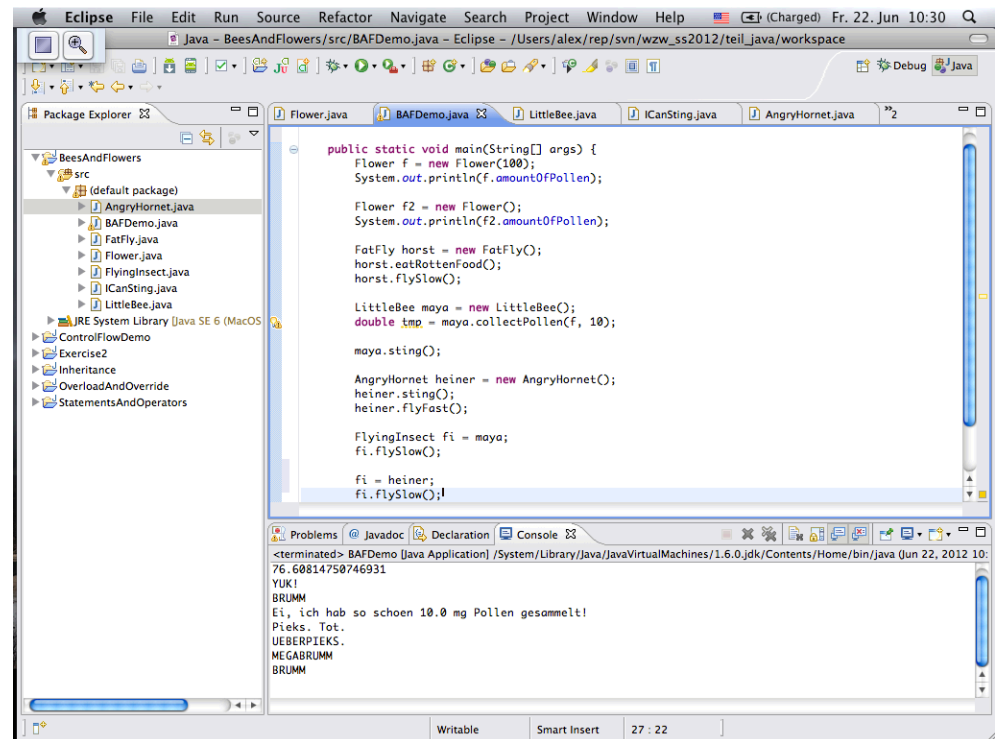
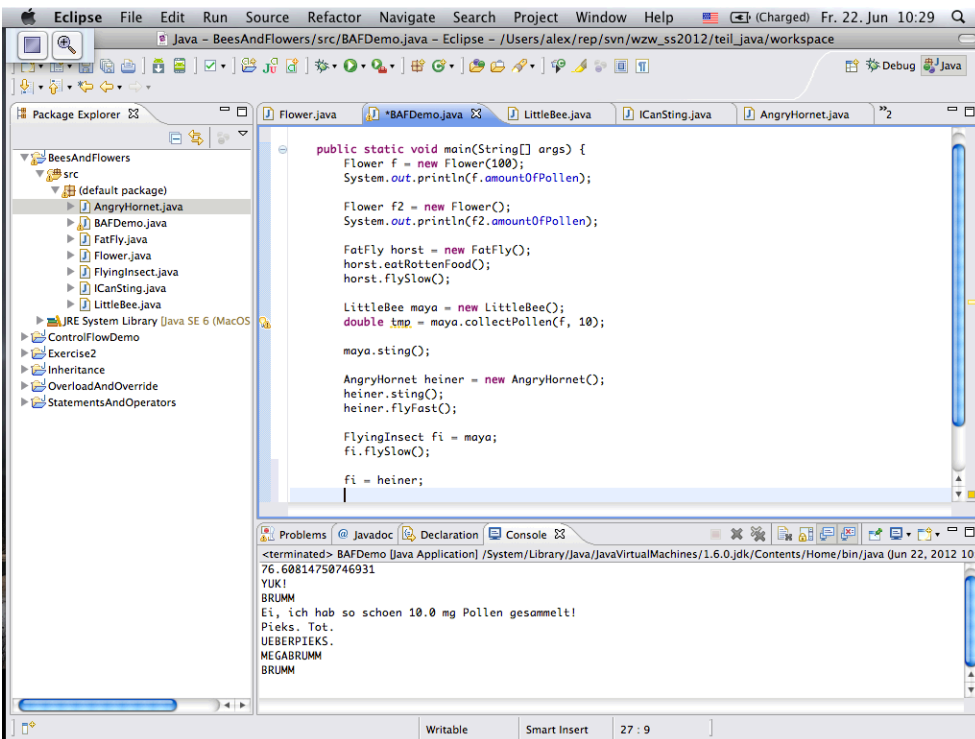
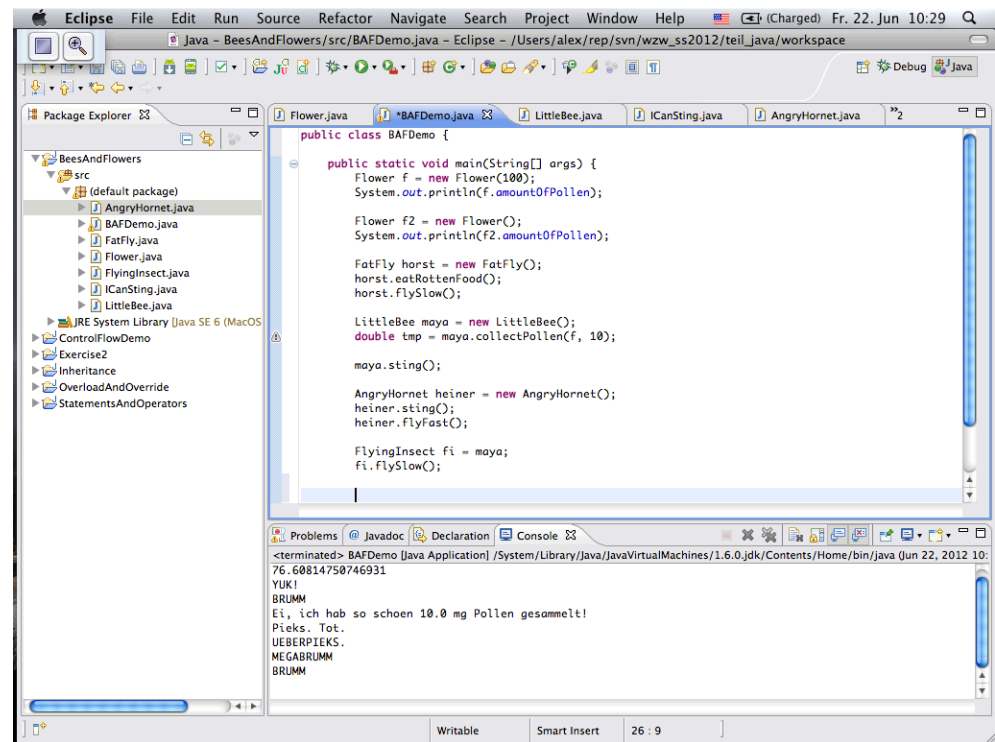
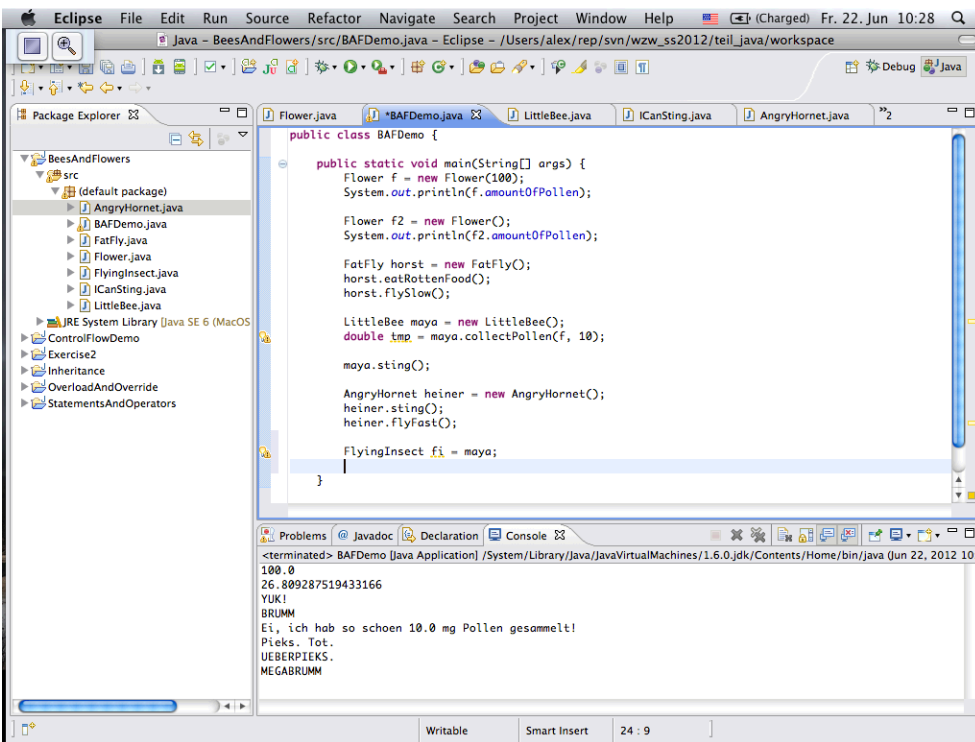
```

public class LittleBee extends FlyingInsect implements ICanSting {
    double amountOfPollenCollected = 0;

    double collectPollen(Flower flower, double howMuch) {
        double result = flower.harvestPollen(howMuch);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
        return result;
    }
}

```





Overloading

- **Overloading:** Methods with same name but different parameters (types)

```
class OverloadingDemoClass {
    public int doSomething() {
        return 1 + 1;
    }

    public int doSomething(int param) {
        return param + 2;
    }
}

public static void main(String[] args) {
    OverloadingDemoClass odc = new OverloadingDemoClass();
    int result1 = odc.doSomething();
    int result2 = odc.doSomething(33);
}
```

- Method signature comprised of name and parameter types

Access Modifiers & Packages

- **Access modifiers:**
 - **public:** Can be accessed / invoked by anybody
 - **private:** Can only be accessed / invoked from within same class
 - **protected:** Can only be accessed / invoked from within same class and its subclasses
 - **<no modifier>:** Can be accessed / invoked from within same package

	Class	Class & Subclasses	Package	World
public	✓	✓	✓	✓
protected	✓	✓	✓	
no modifier	✓	✓		
private	✓			

Access Modifiers & Packages

- **Access modifiers:**
 - **public:** Can be accessed / invoked by anybody
 - **private:** Can only be accessed / invoked from within same class
 - **protected:** Can only be accessed / invoked from within same class and its subclasses
 - **<no modifier>:** Can be accessed / invoked from within same package
- **Packages:**
 - Encapsulate a set of classes and interfaces
 - Hierarchical organization
 - Examples: java.math, de.tum.wzw

Access Modifiers & Packages

- **Access modifiers:**
 - **public:** Can be accessed / invoked by anybody
 - **private:** Can only be accessed / invoked from within same class
 - **protected:** Can only be accessed / invoked from within same class and its subclasses
 - **<no modifier>:** Can be accessed / invoked from within same package

	Class	Class & Subclasses	Package	World
public	✓	✓	✓	✓
protected	✓	✓	✓	
no modifier	✓	✓		
private	✓			

Access Modifiers (final, static)

- **Access modifiers:**
 - **static:** field or method **bound to class** instead of object *class-method, class-variable* as opposed to *instance-method, instance-variable*
 - **final:**
 - fields: cannot be changed (constants)
 - methods: cannot be *overridden* (later)
 - classes: cannot be subclassed

```
final class MyClass {
    static int    sameValueForAllInstances = 3;
    final int    constantValue = 5;
    static final int constantValueForAllInstances = 7;

    static void methodOne() { /* ... */ }
    final void methodTwo() { /* ... */ }
    static final void methodThree() { /* ... */ }
}
```

Access Modifiers (final, static)

Example

```
public final class MyClass {
    public static int    sameValueForAllInstances = 3;
    public final int    constantValue;
    public static final int constantValueForAllInstances = 7;

    public MyClass(int cv) { constantValue = cv; }

    public static void methodOne() { /* ... */ }
    public final void methodTwo() { /* ... */ }
    public static final void methodThree() { /* ... */ }
}
```

```
public static void main(String[] args) {
    MyClass m1 = new MyClass(20);
    MyClass m2 = new MyClass(30);
    m2.sameValueForAllInstances = 99;
    System.out.println(m1.sameValueForAllInstances); // 99
    System.out.println(m2.sameValueForAllInstances); // 99
    System.out.println(MyClass.sameValueForAllInstances); // 99
    System.out.println(m1.constantValue); // 20
    m1.constantValue = 77; // ERROR
    MyClass.methodOne();
    m1.methodTwo();
    MyClass.methodThree();
}
```

Access Modifiers (final, static)

Example

```
public final class MyClass {
    public static int    sameValueForAllInstances = 3;
    public final int    constantValue;
    public static final int constantValueForAllInstances = 7;

    public MyClass(int cv) { constantValue = cv; }

    public static void methodOne() { /* ... */ }
    public final void methodTwo() { /* ... */ }
    public static final void methodThree() { /* ... */ }
}
```

```
public static void main(String[] args) {
    MyClass m1 = new MyClass(20);
    MyClass m2 = new MyClass(30);
    m2.sameValueForAllInstances = 99;
    System.out.println(m1.sameValueForAllInstances); // 99
    System.out.println(m2.sameValueForAllInstances); // 99
    System.out.println(MyClass.sameValueForAllInstances); // 99
    System.out.println(m1.constantValue); // 20
    m1.constantValue = 77; // ERROR
    MyClass.methodOne();
    m1.methodTwo();
    MyClass.methodThree();
}
```

Access Modifiers (final, static)

Example

```
public final class MyClass {
    public static int    sameValueForAllInstances = 3;
    public final int    constantValue;
    public static final int constantValueForAllInstances = 7;

    public MyClass(int cv) { constantValue = cv; }

    public static void methodOne() { /* ... */ }
    public final void methodTwo() { /* ... */ }
    public static final void methodThree() { /* ... */ }
}
```

```
public static void main(String[] args) {
    MyClass m1 = new MyClass(20);
    MyClass m2 = new MyClass(30);
    m2.sameValueForAllInstances = 99;
    System.out.println(m1.sameValueForAllInstances); // 99
    System.out.println(m2.sameValueForAllInstances); // 99
    System.out.println(MyClass.sameValueForAllInstances); // 99
    System.out.println(m1.constantValue); // 20
    m1.constantValue = 77; // ERROR
    MyClass.methodOne();
    m1.methodTwo();
    MyClass.methodThree();
}
```

Access Modifiers (final, static)

Example

```
public final class MyClass {
    public static int    sameValueForAllInstances = 3;
    public final int    constantValue;
    public static final int constantValueForAllInstances = 7;

    public MyClass(int cv) { constantValue = cv; }

    public static void methodOne() { /* ... */ }
    public final void methodTwo() { /* ... */ }
    public static final void methodThree() { /* ... */ }
}
```

```
public static void main(String[] args) {
    MyClass m1 = new MyClass(20);
    MyClass m2 = new MyClass(30);
    m2.sameValueForAllInstances = 99;
    System.out.println(m1.sameValueForAllInstances);    // 99
    System.out.println(m2.sameValueForAllInstances);    // 99
    System.out.println(MyClass.sameValueForAllInstances); // 99
    System.out.println(m1.constantValue);              // 20
    m1.constantValue = 77;                             // ERROR
    MyClass.methodOne();
    m1.methodTwo();
    MyClass.methodThree();
}
```

Access Modifiers (final, static)

Example

```
public final class MyClass {
    public static int    sameValueForAllInstances = 3;
    public final int    constantValue;
    public static final int constantValueForAllInstances = 7;

    public MyClass(int cv) { constantValue = cv; }

    public static void methodOne() { /* ... */ }
    public final void methodTwo() { /* ... */ }
    public static final void methodThree() { /* ... */ }
}
```

```
public static void main(String[] args) {
    MyClass m1 = new MyClass(20);
    MyClass m2 = new MyClass(30);
    m2.sameValueForAllInstances = 99;
    System.out.println(m1.sameValueForAllInstances);    // 99
    System.out.println(m2.sameValueForAllInstances);    // 99
    System.out.println(MyClass.sameValueForAllInstances); // 99
    System.out.println(m1.constantValue);              // 20
    m1.constantValue = 77;                             // ERROR
    MyClass.methodOne();
    m1.methodTwo();
    MyClass.methodThree();
}
```

