

Abstract Classes and Interfaces



EECS2030 B: Advanced
Object Oriented Programming
Fall 2018

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Abstract Class (1)

Problem: A polygon may be either a triangle or a rectangle. Given a polygon, we may either

- **Grow** its shape by incrementing the size of each of its sides;
 - Compute and return its **perimeter**; or
 - Compute and return its **area**.
- For a rectangle with *length* and *width*, its area is $length \times width$.
 - For a triangle with sides *a*, *b*, and *c*, its area, according to Heron's formula, is

$$\sqrt{s(s-a)(s-b)(s-c)}$$

where

$$s = \frac{a + b + c}{2}$$

- How would you solve this problem in Java, while **minimizing code duplicates** ?

Abstract Class (2)

```
public abstract class Polygon {
    double[] sides;
    Polygon(double[] sides) { this.sides = sides; }
    void grow() {
        for(int i = 0; i < sides.length; i++) { sides[i]++; }
    }
    double getPerimeter() {
        double perimeter = 0;
        for(int i = 0; i < sides.length; i++) {
            perimeter += sides[i];
        }
        return perimeter;
    }
    abstract double getArea();
}
```

- Method `getArea` not implemented and shown **signature** only.
- ∴ `Polygon` cannot be used as a **dynamic type**
- Writing `new Polygon(...)` is forbidden!

Abstract Class (3)

```
public class Rectangle extends Polygon {  
    Rectangle(double length, double width) {  
        super(new double[4]);  
        sides[0] = length; sides[1] = width;  
        sides[2] = length; sides[3] = width;  
    }  
    double getArea() { return sides[0] * sides[1]; }  
}
```

- Method `getPerimeter` is inherited from the super-class `Polygon`.
- Method `getArea` is implemented in the sub-class `Rectangle`.
- \therefore `Rectangle` can be used as a **dynamic type**
- Writing `Polygon p = new Rectangle(3, 4)` allowed!

Abstract Class (4)

```
public class Triangle extends Polygon {
    Triangle(double side1, double side2, double side3) {
        super(new double[3]);
        sides[0] = side1; sides[1] = side2; sides[2] = side3;
    }
    double getArea() {
        /* Heron's formula */
        double s = getPerimeter() * 0.5;
        double area = Math.sqrt(
            s * (s - sides[0]) * (s - sides[1]) * (s - sides[2]));
        return area;
    }
}
```

- Method `getPerimeter` is inherited from `Polygon`.
- Method `getArea` is implemented in the sub-class `Triangle`.
- \therefore `Triangle` can be used as a **dynamic type**
- Writing `Polygon p = new Triangle(3, 4, 5)` allowed!

Abstract Class (5)

```
1 public class PolygonCollector {
2     Polygon[] polygons;
3     int numberOfPolygons;
4     PolygonCollector() { polygons = new Polygon[10]; }
5     void addPolygon(Polygon p) {
6         polygons[numberOfPolygons] = p; numberOfPolygons ++;
7     }
8     void growAll() {
9         for(int i = 0; i < numberOfPolygons; i ++ ) {
10            polygons[i].grow();
11        }
12    }
13 }
```

- **Polymorphism:** Line 5 may accept as argument any object whose **static type** is Polygon or any of its sub-classes.
- **Dynamic Binding:** Line 10 calls the version of `grow` inherited to the **dynamic type** of `polygons[i]`.

Abstract Class (6)

```
1 public class PolygonConstructor {
2     Polygon getPolygon(double[] sides) {
3         Polygon p = null;
4         if(sides.length == 3) {
5             p = new Triangle(sides[0], sides[1], sides[2]);
6         }
7         else if(sides.length == 4) {
8             p = new Rectangle(sides[0], sides[1]);
9         }
10        return p;
11    }
12    void grow(Polygon p) { p.grow(); }
13 }
```

- **Polymorphism:**

- **Line 2** may accept as return value any object whose **static type** is Polygon or any of its sub-classes.
- **Line 5** returns an object whose **dynamic type** is Triangle; **Line 8** returns an object whose **dynamic type** is Rectangle.

Abstract Class (7.1)

```
1 public class PolygonTester {
2     public static void main(String[] args) {
3         Polygon p;
4         p = new Rectangle(3, 4); /* polymorphism */
5         System.out.println(p.getPerimeter()); /* 14.0 */
6         System.out.println(p.getArea()); /* 12.0 */
7         p = new Triangle(3, 4, 5); /* polymorphism */
8         System.out.println(p.getPerimeter()); /* 12.0 */
9         System.out.println(p.getArea()); /* 6.0 */
10
11        PolygonCollector col = new PolygonCollector();
12        col.addPolygon(new Rectangle(3, 4)); /* polymorphism */
13        col.addPolygon(new Triangle(3, 4, 5)); /* polymorphism */
14        System.out.println(col.polygons[0].getPerimeter()); /* 14.0 */
15        System.out.println(col.polygons[1].getPerimeter()); /* 12.0 */
16        col.growAll();
17        System.out.println(col.polygons[0].getPerimeter()); /* 18.0 */
18        System.out.println(col.polygons[1].getPerimeter()); /* 15.0 */
```


Abstract Class (7.2)

```

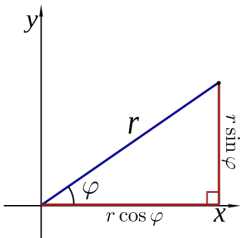
1   PolygonConstructor con = new PolygonConstructor();
2   double[] recSides = {3, 4, 3, 4}; p = con.getPolygon(recSides);
3   System.out.println(p instanceof Polygon); ✓
4   System.out.println(p instanceof Rectangle); ✓
5   System.out.println(p instanceof Triangle); ✗
6   System.out.println(p.getPerimeter()); /* 14.0 */
7   System.out.println(p.getArea()); /* 12.0 */
8   con.grow(p);
9   System.out.println(p.getPerimeter()); /* 18.0 */
10  System.out.println(p.getArea()); /* 20.0 */
11  double[] triSides = {3, 4, 5}; p = con.getPolygon(triSides);
12  System.out.println(p instanceof Polygon); ✓
13  System.out.println(p instanceof Rectangle); ✗
14  System.out.println(p instanceof Triangle); ✓
15  System.out.println(p.getPerimeter()); /* 12.0 */
16  System.out.println(p.getArea()); /* 6.0 */
17  con.grow(p);
18  System.out.println(p.getPerimeter()); /* 15.0 */
19  System.out.println(p.getArea()); /* 9.921 */
20  } }
  
```

Abstract Class (8)

- An **abstract class**:
 - Typically has **at least one** method with no implementation body
 - May define common implementations inherited to **sub-classes**.
- Recommended to use an **abstract class** as the **static type** of:
 - A **variable**
e.g., `Polygon p`
 - A **method parameter**
e.g., `void grow(Polygon p)`
 - A **method return value**
e.g., `Polygon getPolygon(double[] sides)`
- It is forbidden to use an **abstract class** as a **dynamic type**
e.g., `Polygon p = new Polygon(...)` is not allowed!
- Instead, create objects whose **dynamic types** are descendant classes of the **abstract class** ⇒ Exploit **dynamic binding** !
e.g., `Polygon p = con.getPolygon(recSides)`
This is as if we did `Polygon p = new Rectangle(...)`

Interface (1.1)

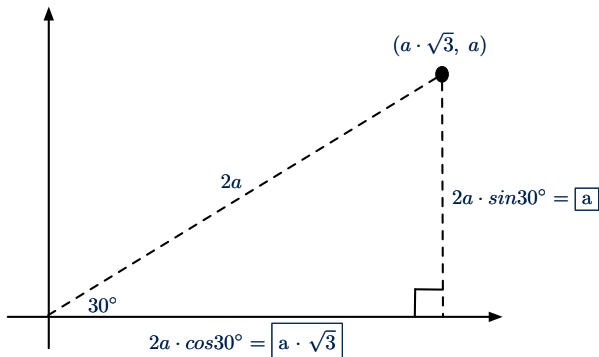
- We may implement `Point` using two representation systems:



- The *Cartesian system* stores the *absolute* positions of x and y .
 - The *Polar system* stores the *relative* position: the angle (in radian) ϕ and distance r from the origin $(0,0)$.
- As far as users of a `Point` object p is concerned, being able to call `p.getX()` and `getY()` is what matters.
- How `p.getX()` and `p.getY()` are internally computed, depending on the **dynamic type** of p , do not matter to users.

Interface (1.2)

Recall: $\sin 30^\circ = \frac{1}{2}$ and $\cos 30^\circ = \frac{1}{2} \cdot \sqrt{3}$



We consider the same point represented differently as:

- $r = 2a, \psi = 30^\circ$ [polar system]
- $x = 2a \cdot \cos 30^\circ = a \cdot \sqrt{3}, y = 2a \cdot \sin 30^\circ = a$ [cartesian system]

Interface (2)

```
interface Point {  
    double getX();  
    double getY();  
}
```

- An interface `Point` defines how users may access a point: either get its `x` coordinate or its `y` coordinate.
- Methods `getX` and `getY` similar to `getArea` in `Polygon`, have no implementations, but *signatures* only.
- \therefore `Point` cannot be used as a *dynamic type*
- Writing `new Point(...)` is forbidden!

Interface (3)

```
public class CartesianPoint implements Point {  
    double x;  
    double y;  
    CartesianPoint(double x, double y) {  
        this.x = x;  
        this.y = y;  
    }  
    public double getX() { return x; }  
    public double getY() { return y; }  
}
```

- CartesianPoint is a possible implementation of Point.
- Attributes `x` and `y` declared according to the *Cartesian system*
- All method from the interface `Point` are implemented in the sub-class `CartesianPoint`.
- ∴ CartesianPoint can be used as a **dynamic type**
- `Point p = new CartesianPoint(3, 4)` allowed!

Interface (4)

```
public class PolarPoint implements Point {
    double phi;
    double r;
    public PolarPoint(double r, double phi) {
        this.r = r;
        this.phi = phi;
    }
    public double getX() { return Math.cos(phi) * r; }
    public double getY() { return Math.sin(phi) * r; }
}
```

- PolarPoint is a possible implementation of Point.
- Attributes phi and r declared according to the *Polar system*
- All method from the interface Point are implemented in the sub-class PolarPoint.
- ∴ PolarPoint can be used as a *dynamic type*
- Point p = new PolarPoint(3, $\frac{\pi}{6}$) allowed! [360° = 2π]

Interface (5)

```
1 public class PointTester {
2     public static void main(String[] args) {
3         double A = 5;
4         double X = A * Math.sqrt(3);
5         double Y = A;
6         Point p;
7         p = new CartesianPoint(X, Y); /* polymorphism */
8         print("(" + p.getX() + ", " + p.getY() + ")"); /* dyn. bin. */
9         p = new PolarPoint(2 * A, Math.toRadians(30)); /* polymorphism */
10        print("(" + p.getX() + ", " + p.getY() + ")"); /* dyn. bin. */
11    }
12 }
```

- Lines 7 and 9 illustrate *polymorphism*, how?
- Lines 8 and 10 illustrate *dynamic binding*, how?

Interface (6)

- An **interface**:
 - Has **all** its methods with no implementation bodies.
 - Leaves complete freedom to its **implementors**.
- Recommended to use an **interface** as the **static type** of:
 - A **variable**
e.g., `Point p`
 - A **method parameter**
e.g., `void moveUp(Point p)`
 - A **method return value**
e.g., `Point getPoint(double v1, double v2, boolean isCartesian)`
- It is forbidden to use an **interface** as a **dynamic type**
e.g., `Point p = new Point(...)` is not allowed!
- Instead, create objects whose **dynamic types** are descendant classes of the **interface** ⇒ Exploit **dynamic binding** !

Abstract Classes vs. Interfaces: When to Use Which?

- Use **interfaces** when:
 - There is a *common set of functionalities* that can be implemented via *a variety of strategies*.
e.g., Interface `Point` declares signatures of `getX()` and `getY()`.
 - Each descendant class represents a different implementation strategy for the same set of functionalities.
 - `CartesianPoint` and `PolarPoint` represent different strategies for supporting `getX()` and `getY()`.
- Use **abstract classes** when:
 - *Some (not all) implementations can be shared* by descendants, and *some (not all) implementations cannot be shared*.
e.g., Abstract class `Polygon`:
 - Defines implementation of `getPerimeter`, to be shared by `Rectangle` and `Triangle`.
 - Declares signature of `getArea`, to be implemented by `Rectangle` and `Triangle`.

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Abstract Classes vs. Interfaces: When to Use Which?