

# Lecture 18 - Nov 14

## Inheritance

***Rules of Substitutions***

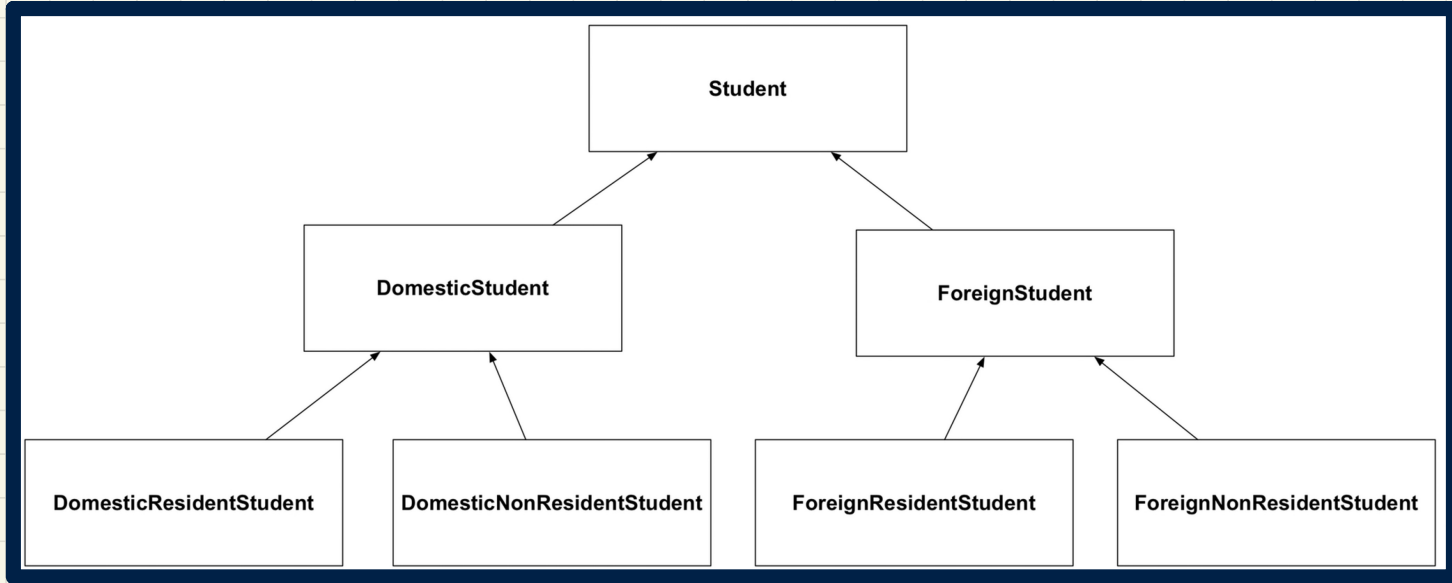
***Static Types vs. Dynamic Types***

## Announcements

- **ProgTest2**: this Tuesday, November 15
- **Lab4** released

↳ ProgTest3

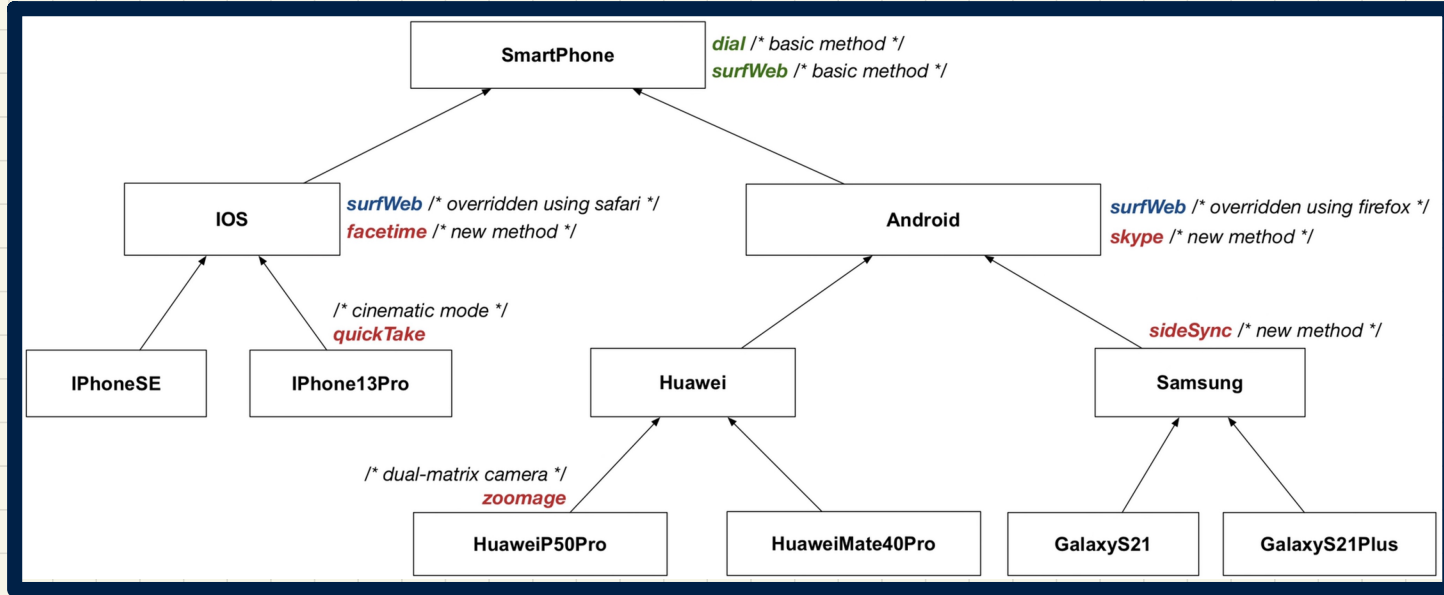
# Multi-Level **Inheritance** **Hierarchy**: Students



## Reflections: *kind*

- For **Design 1**, how many encodings to check for each method?
- For **Design 2**, how many arrays to store for SMS?
- For **Design 3**, where are common attributes/methods stored?

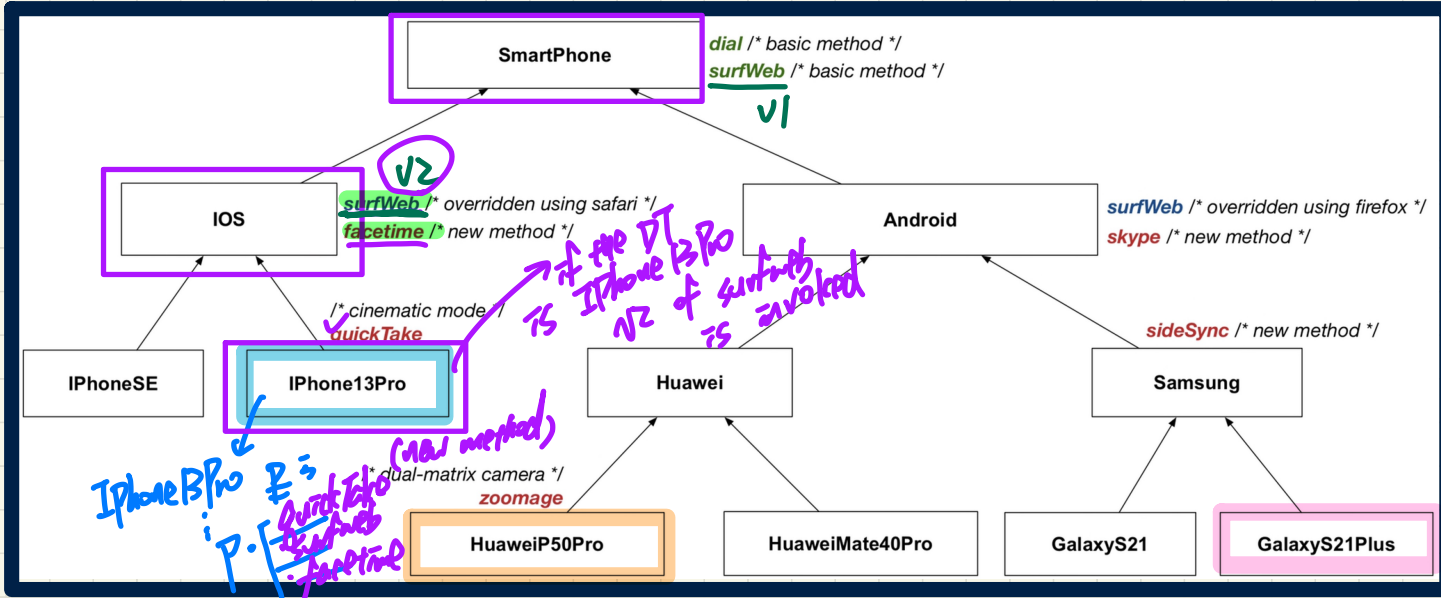
# Multi-Level **Inheritance** Hierarchy: Smartphones



## Reflections:

- For **Design 1**, how many encodings to check for each method?
- For **Design 2**, how many arrays to store for SMS?
- For **Design 3**, where are common attributes/methods stored?

# Multi-Level Inheritance Hierarchy: Smartphones



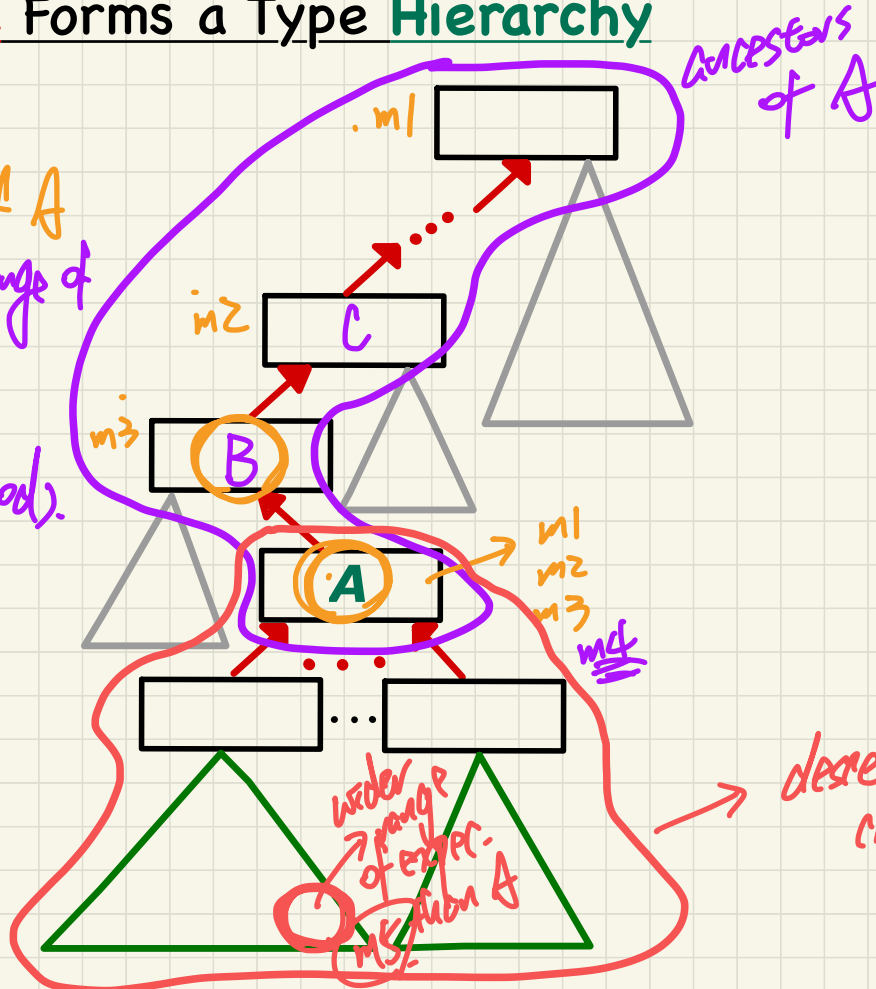
**Exercise** Compare the ranges of **expectations** of:

- + iPhone13Pro
- + HuaweiP50Pro
- + GalaxyS21Plus

exercise.

# Inheritance Forms a Type Hierarchy

B is an ancestor of A  
⇒ A has wider range of expectation than B  
(e.g. m1 ↪ new method)

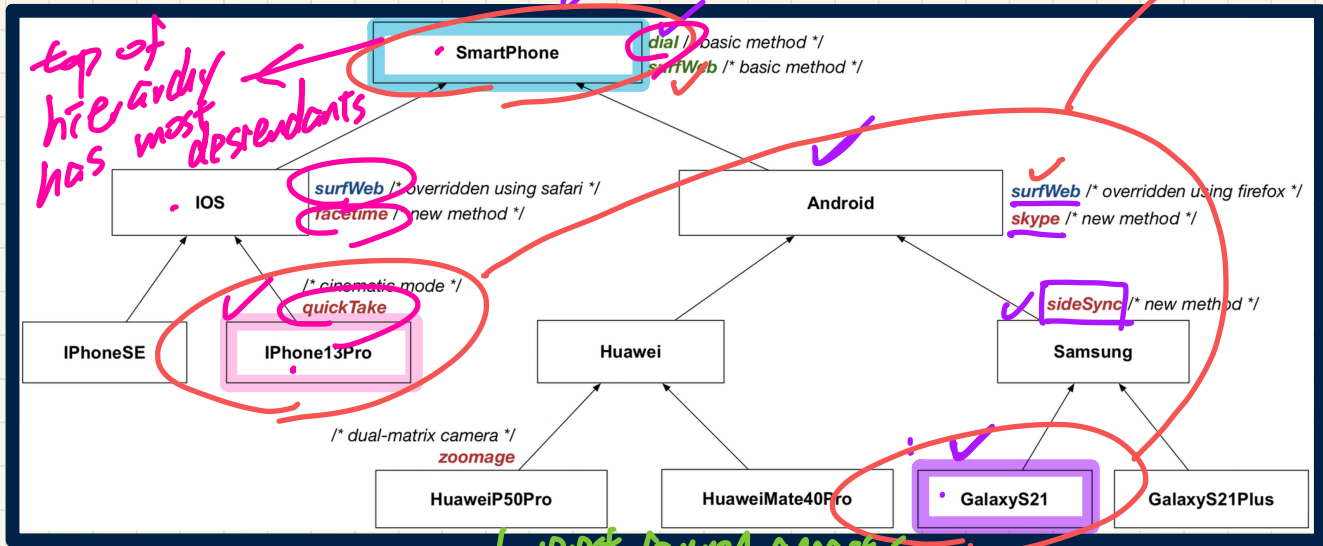


ancestors of A

descendant classes of A

wider range of expectation  
m1, m2, m3

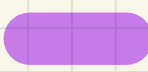
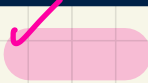
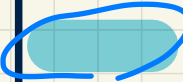
# Inheritance Accumulates Code for Reuse



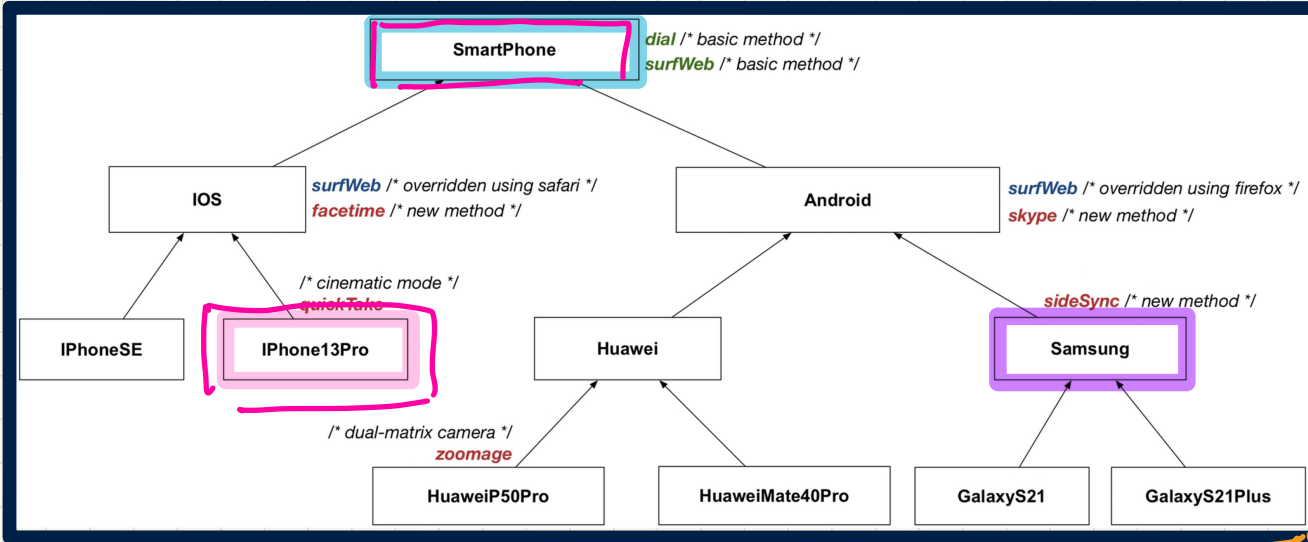
top of hierarchy has most descendants

share expectations inherited from their lowest common ancestor

lowest common ancestor

	ancestors	expectations	descendants
	S21, Sam., And.	sideSync, skype, surfWeb, dial	
	IP13Pro, IOS, SP	quickTake, faceTime, surfWeb, dial	exp. from LCA.
	exercisp.	overridden	

# Inheritance Accumulates Code for Reuse



✓  
**SmartPhone** sp1;  
**iPhone13Pro** sp2;  
**Samsung** sp3;

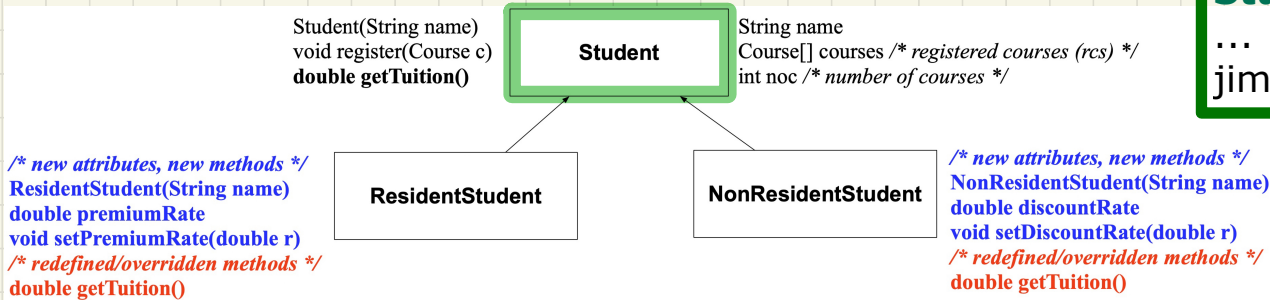
sp.  
 sp1 = ?;  
 sp2 = ?;  
 sp3 = ?;

IPBPro SP  
 sp2 = sp1 X  
 sp2 = sp2 ✓  
 sp2 = sp3 X



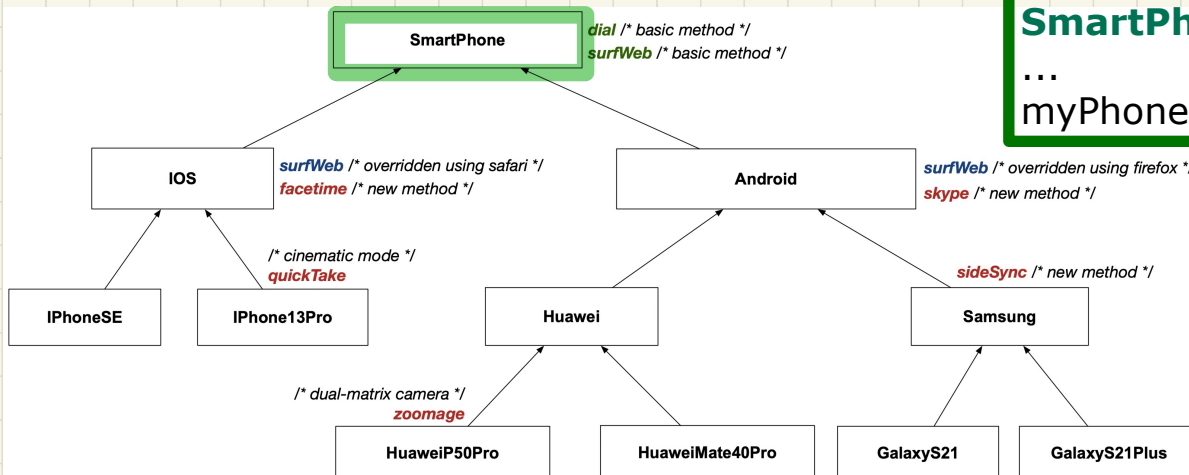
# Static Types determine Expectations

## Inheritance Hierarchy: Students



```
Declare:  
Student jim;  
...  
jim.??
```

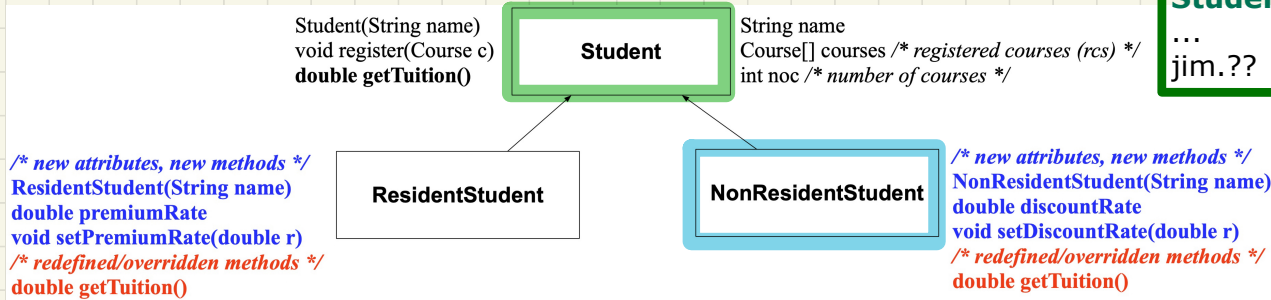
## Inheritance Hierarchy: Smart Phones



```
Declare:  
SmartPhone myPhone;  
...  
myPhone.??
```

# Static Types determine Expectations

## Inheritance Hierarchy: Students



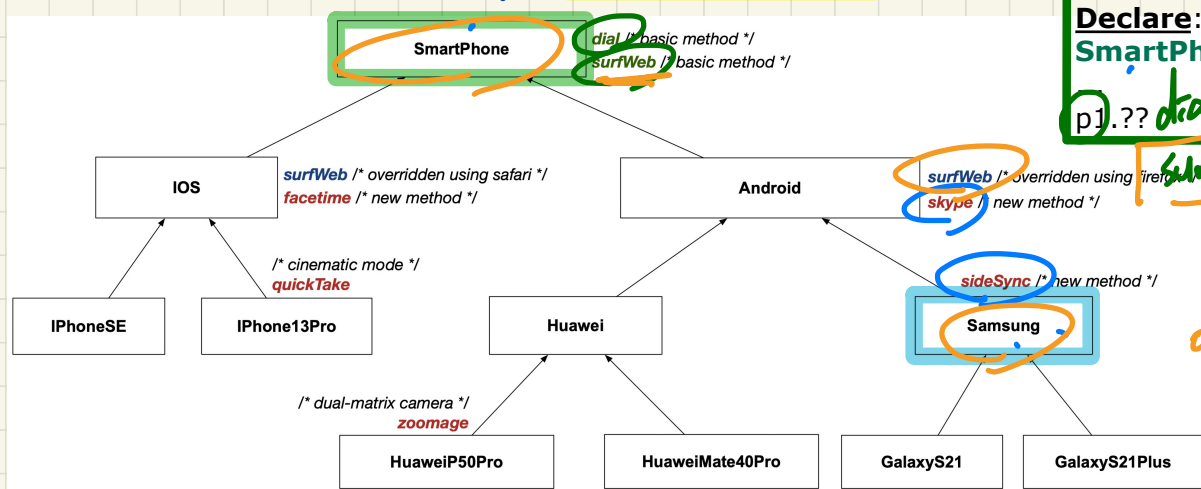
```

Declare:
Student jim;
...
jim.??
    
```

```

Declare:
NRS alan;
...
alan.??
    
```

## Inheritance Hierarchy: Smart Phones



```

Declare:
SmartPhone p1;
p1.?? dial
p1.?? surfWeb
    
```

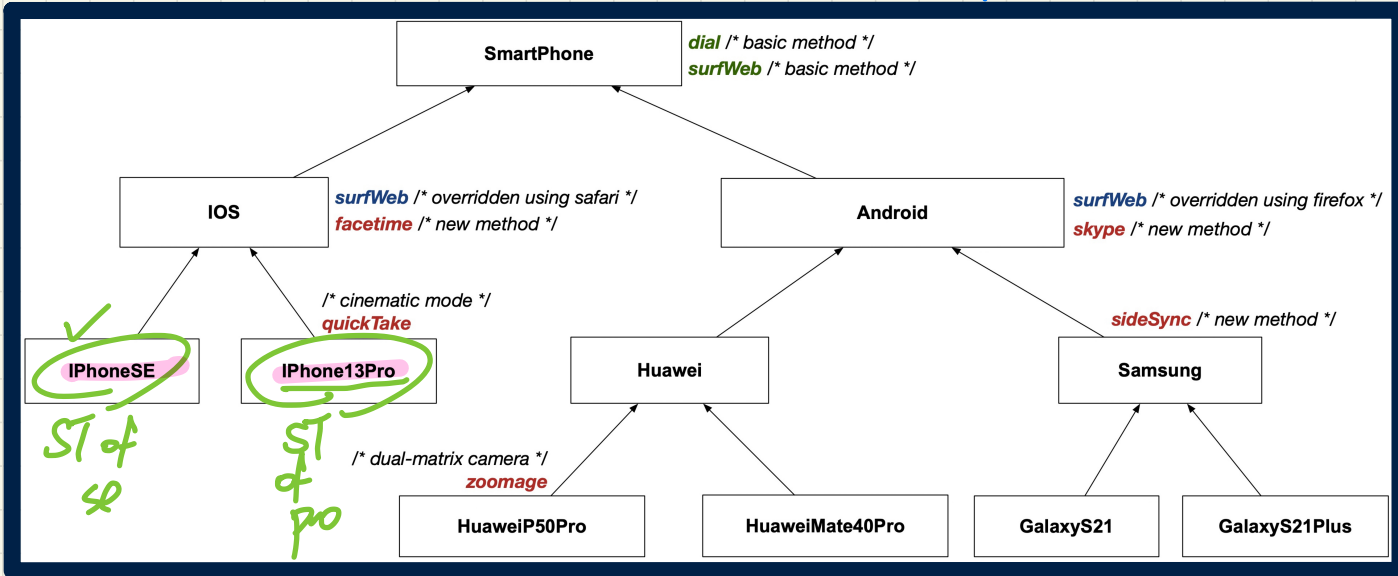
```

Declare:
Samsung p2;
p2.?? dial
p2.?? surfWeb
    
```

not overridden  
 overridden version.

# Rules of Substitutions (1)

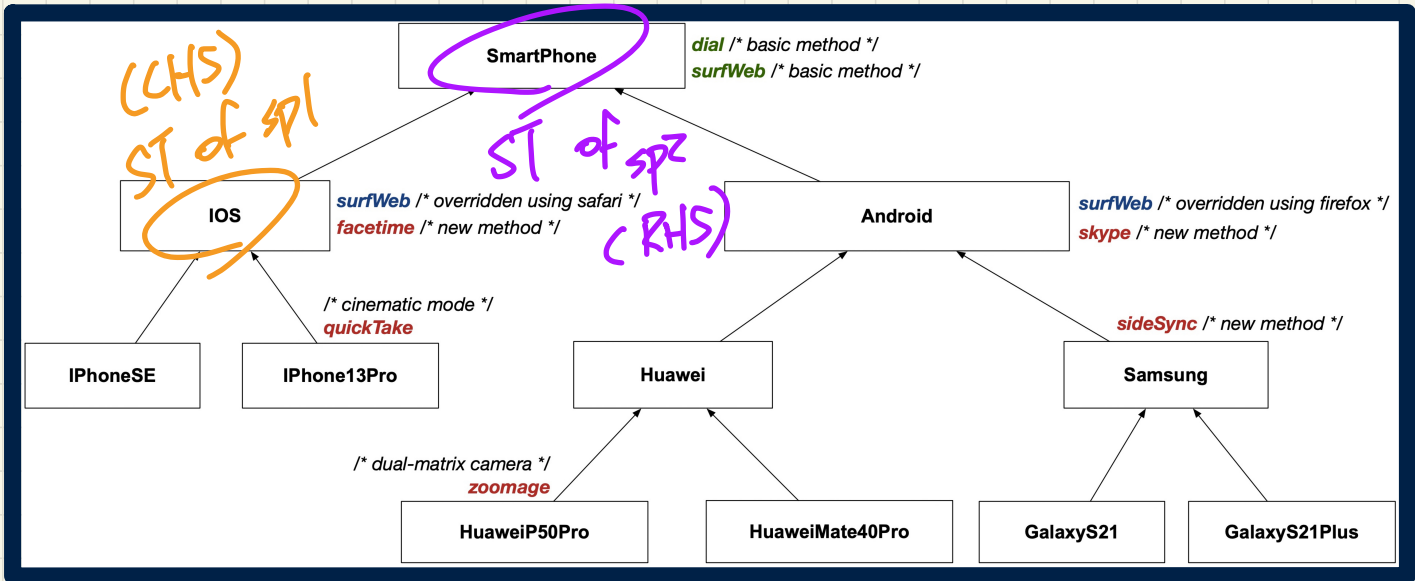
iPhoneSE se ;  $\text{se} = \text{pro}$  X  
iPhone13Pro pro ;  $\text{pro} = \text{se}$  X  
the ST of pro (iPhone13Pro) a descendant of the ST of se (iPhoneSE) ?



**Declarations:**  
IOS sp1;  
iPhoneSE sp2;  
iPhone13Pro sp3;

**Substitutions:**  
sp1 = sp2; ✓  
sp1 = sp3; ✓

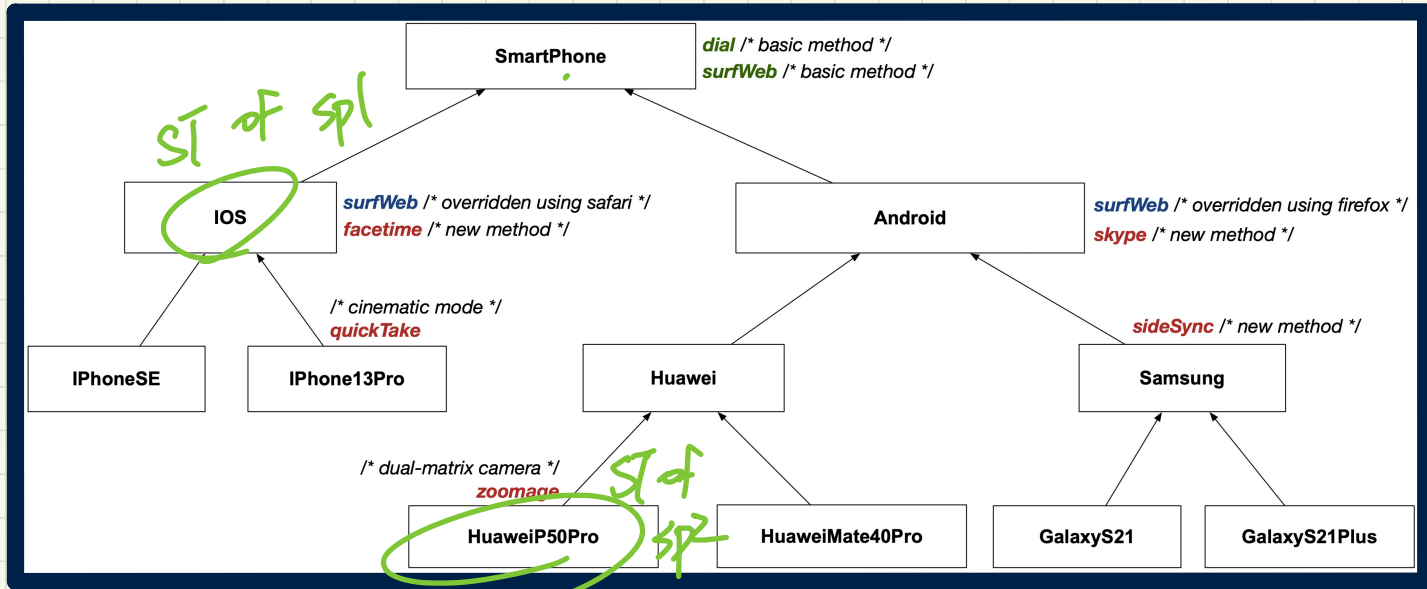
# Rules of Substitutions (2)



**Declarations:**  
IOS sp1;  
SmartPhone sp2;

**Substitutions:**  
 sp1 = sp2; X  
 ST IOS      ST sp2

# Rules of Substitutions (3)



## Declarations:

**IOS** sp1;

**HuaweiP50Pro** sp2;

## Substitutions:

sp1 = sp2; X

# Visualization: Static Type vs. Dynamic Type

**Declaration:** *→ static type*

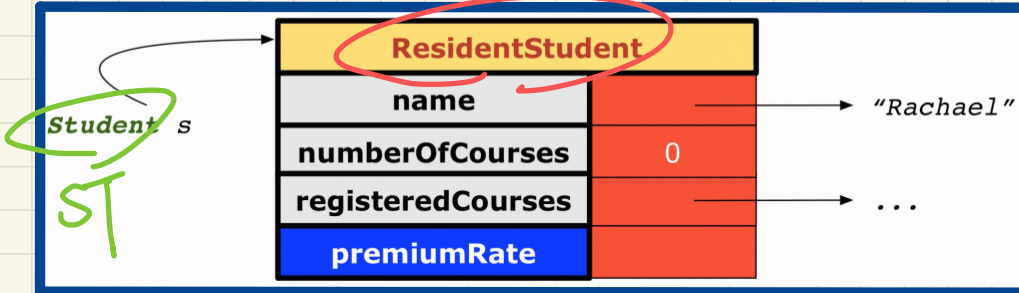
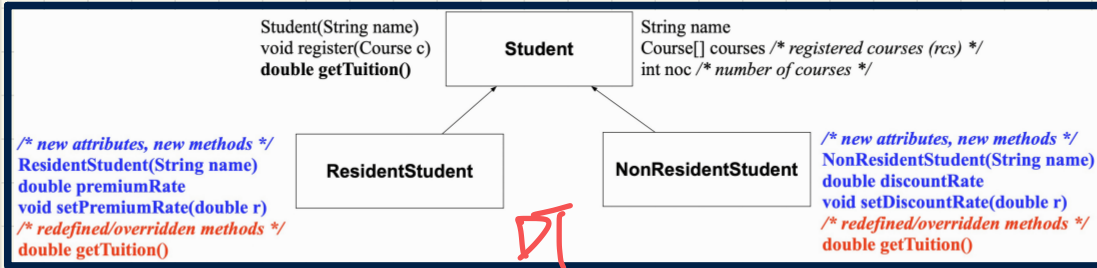
**Student** s;

**Substitution:** *dynamic type*

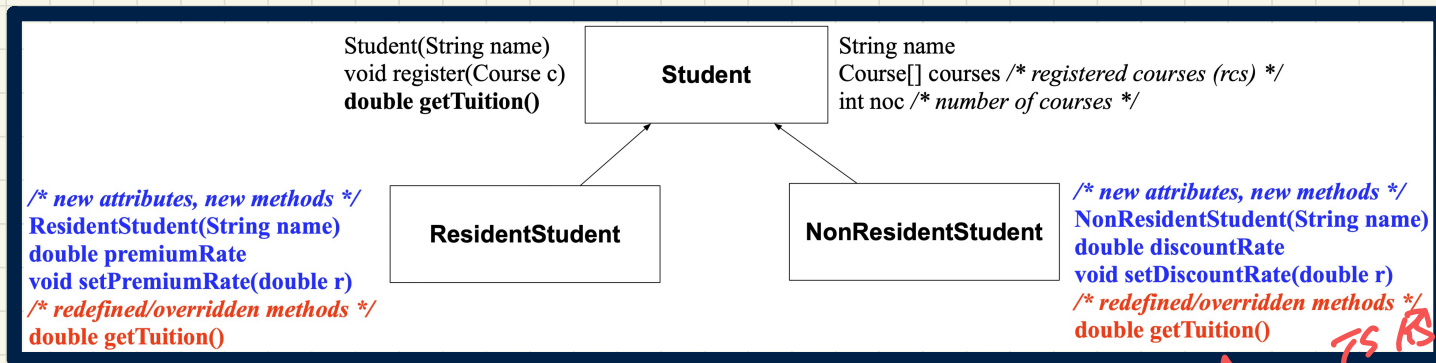
s = **new ResidentStudent**("Rachael");

Static Type: Expectation

Dynamic Type: Accumulation of Code



# Change of Dynamic Type (1.1)

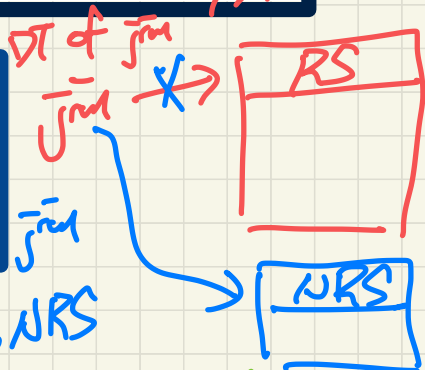


```

Example 1:  

  Student jim = new ResidentStudent(...);  

  jim = new NonResidentStudent(...);
  
```

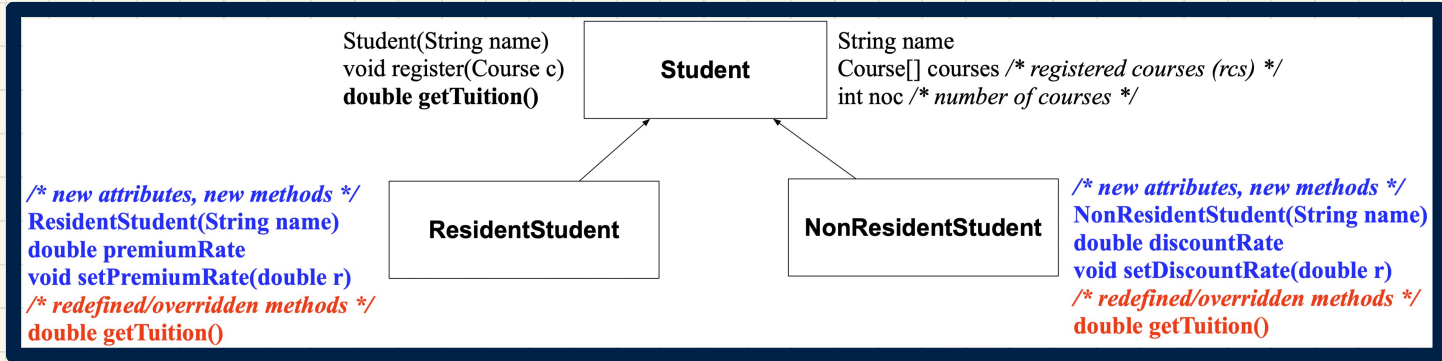


DT1

DT2

Rule: New DT must fulfill the expectations on the ref. var's ST ⇒ new DT is a descendant of ref var's ST.

# Change of Dynamic Type (1.2)



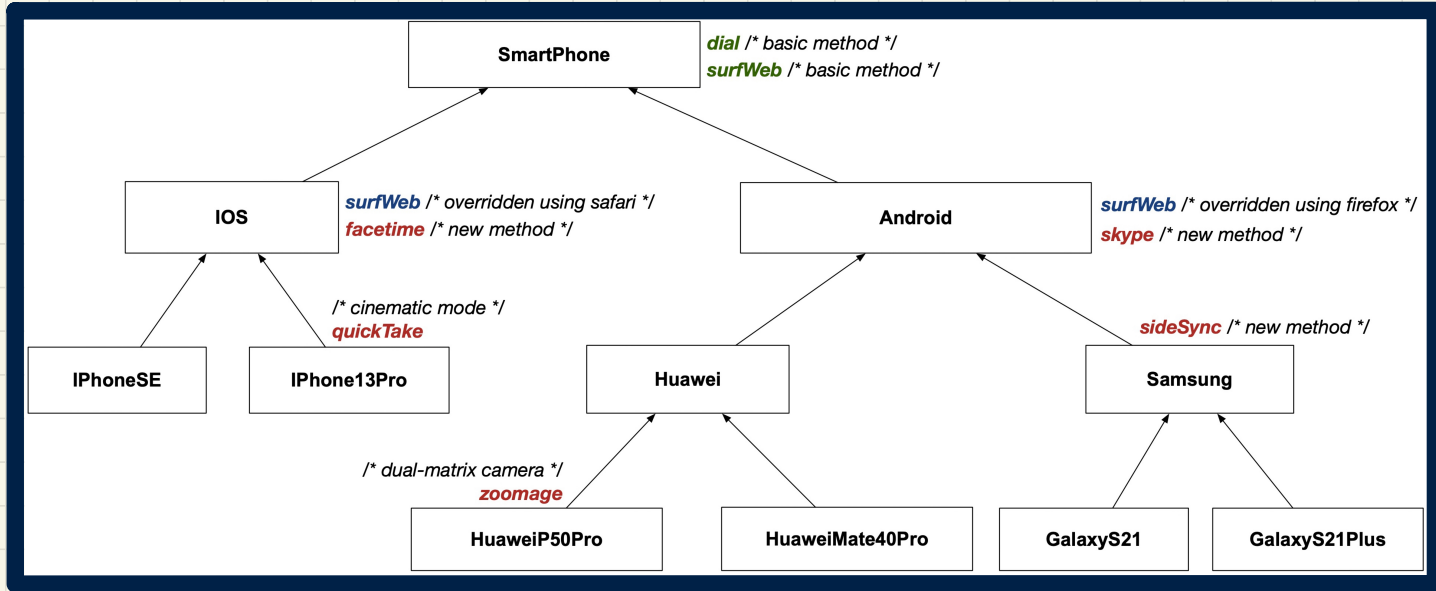
## Example 2: ✓

```
ResidentStudent jeremy = new Student(...);
```

↓  
not valid  
① Student is not a descendant of RS  
② Student cannot fulfill exp. of RS.



# Change of **Dynamic** Type: Exercise (1)

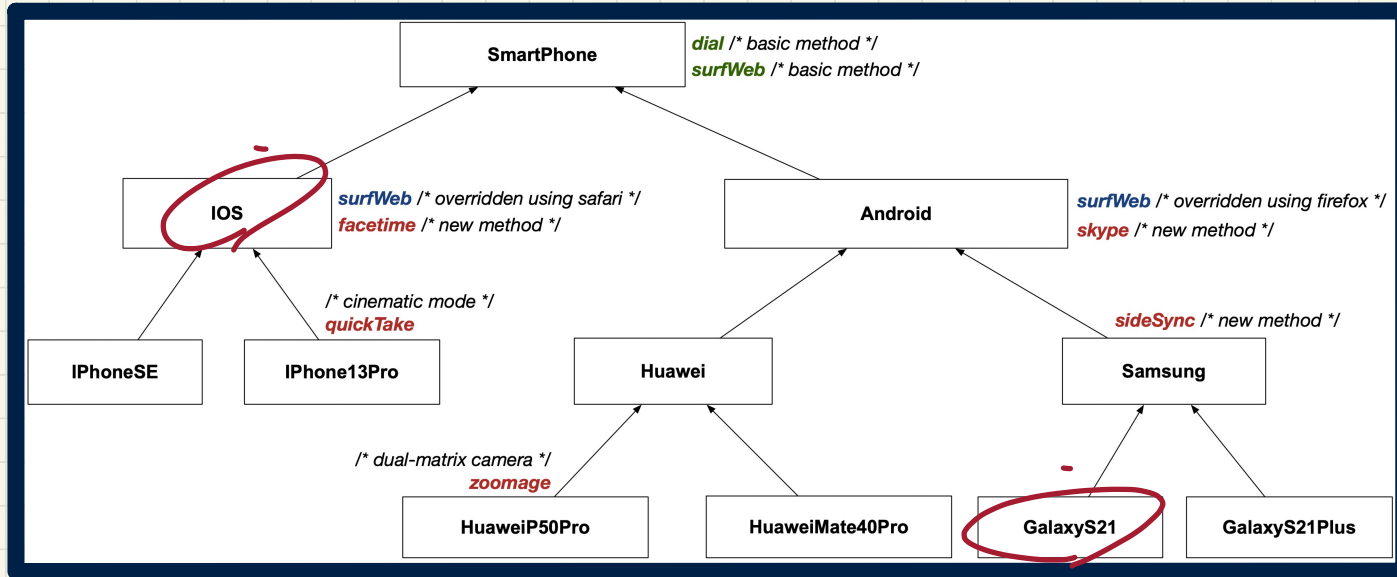


## Exercise 1:

```
Android myPhone = new HuaweiP50Pro(...);  
myPhone = new GalaxyS21(...);
```



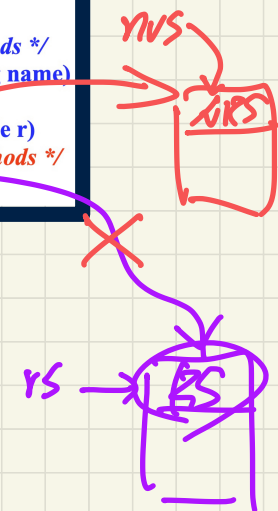
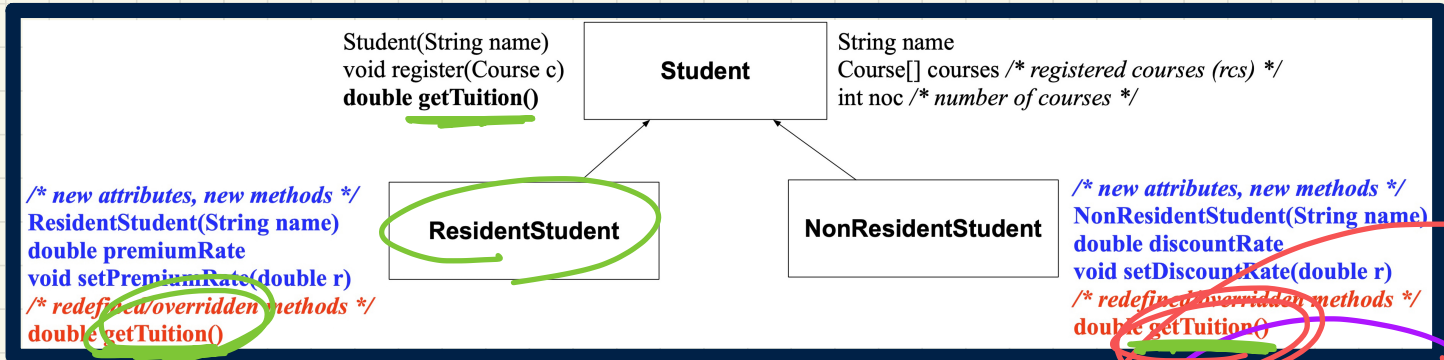
# Change of Dynamic Type: Exercise (2)



## Exercise 2:

```
IOS myPhone = new HuaweiP50Pro(...);  
myPhone = new GalaxyS21(...);
```

# Change of **Dynamic** Type (2.1)



## Given:

```

Student jim = new Student(...);
ResidentStudent rs = new ResidentStudent(...);
NonResidentStudent nrs = new NonResidentStudent(...);
  
```

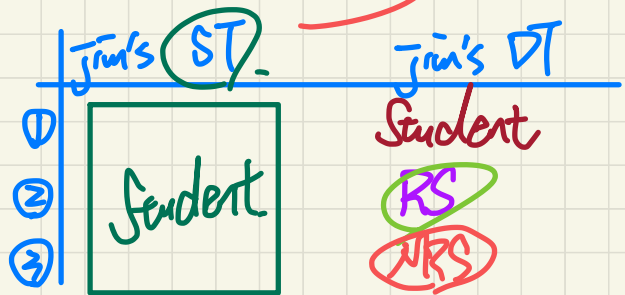
## Example 1:

```

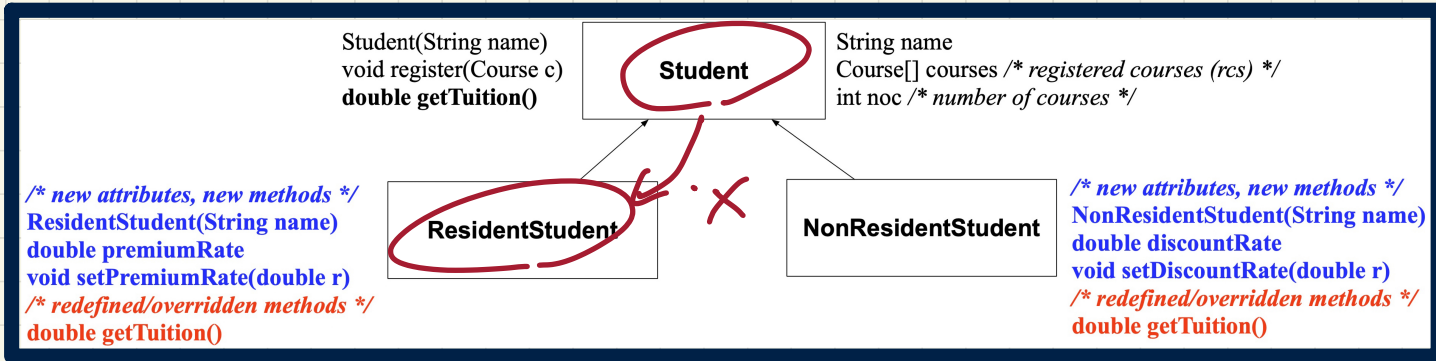
1 jim = rs;
2 println(jim.getTuition());
jim = nrs;
3 println(jim.getTuition());
  
```

Handwritten annotations for Example 1:

- Line 1: `rs` is annotated with `RS is DT` (ResidentStudent is Dynamic Type).
- Line 2: `println(jim.getTuition());` is annotated with `RS is DT`.
- Line 3: `println(jim.getTuition());` is annotated with `NRS is DT` (NonResidentStudent is Dynamic Type).



# Change of **Dynamic** Type (2.2)



## Given:

```
Student jim = new Student(...);  
ResidentStudent rs = new ResidentStudent(...);  
NonResidentStudent nrs = new NonResidentStudent(...);
```

## Example 2.

```
rs = jim;  
println(rs.getTuition());  
nrs = jim;  
println(nrs.getTuition());
```

which version?

which version?

ST of jim (Student)  
not descendant of  
ST of rs (RS)

# Polymorphism and Dynamic Binding

## Polymorphism:

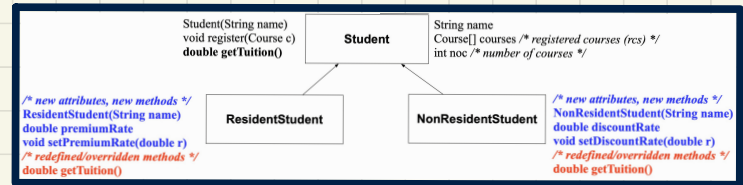
An object's **static type** may allow multiple possible **dynamic types**.

⇒ Each **dynamic type** has its **version** of method.

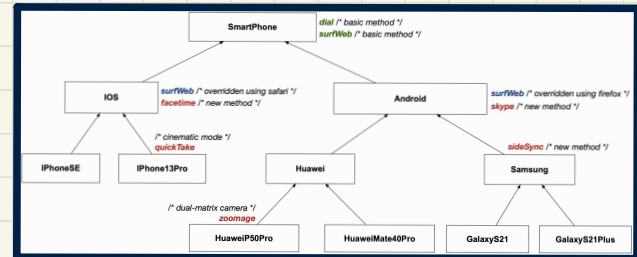
## Dynamic Binding:

An object's **dynamic type** determines the **version** of method being invoked.

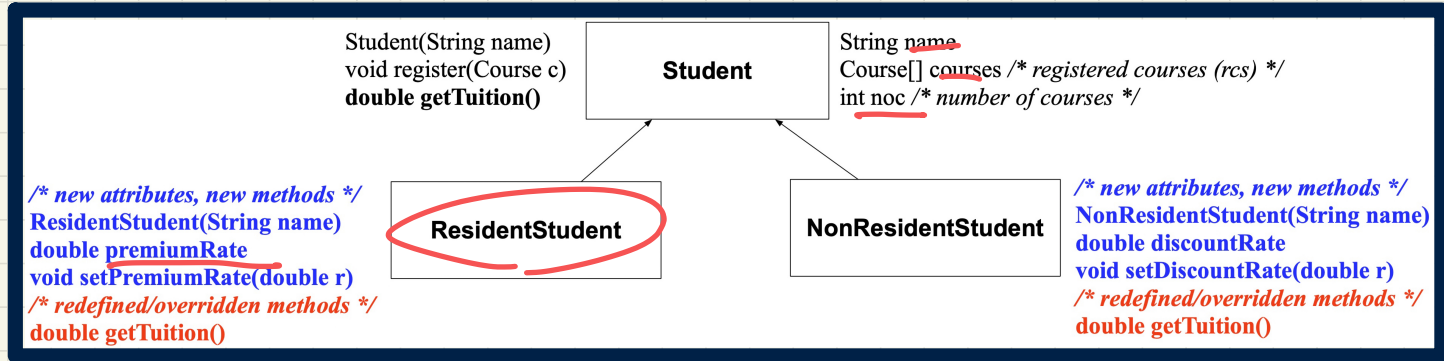
```
Student jim = new ResidentStudent(...);  
jim.getTuition();  
jim = new NonResidentStudent(...);  
jim.getTuition();
```



```
SmartPhone sp = new iPhone13Pro(...);  
sp.surfWeb();  
sp = new GalaxyS21(...);  
sp.getTuition();
```



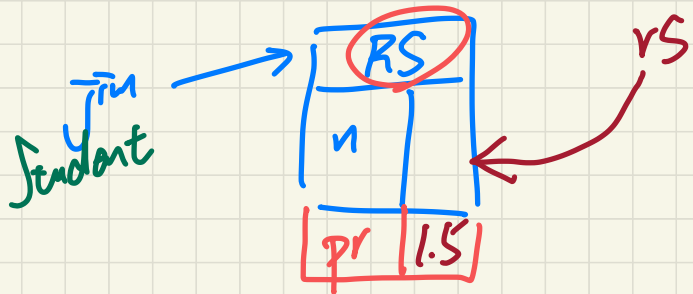
# Type Cast: Motivation



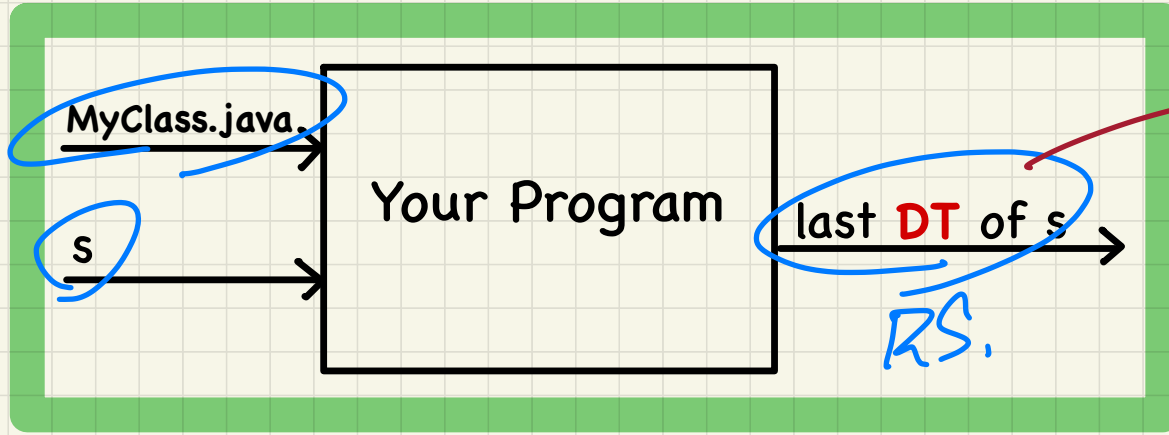
```

1 Student jim = new ResidentStudent("J. Davis");
2 ResidentStudent rs = jim;
3 rs.setPremiumRate(1.5);
  
```

*Handwritten notes:* A checkmark is next to line 1. A blue circle highlights 'Student' in line 1. A blue circle highlights 'rs' in line 2. A red 'X' is over 'jim' in line 2. A purple circle highlights 'ResidentStudent' in line 2. A purple arrow points from 'rs' to 'ST: Jada-'. A red checkmark is above line 2.



# An **A+** Challenge: Inferring the **DT** of a Variable



undecidable to figure out the dynamic behaviour of a program

```
class MyClass {  
    main (...)  
    Student s = ...;  
    ...  
    s = new ResidentStudent(...);  
}
```

last DT

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