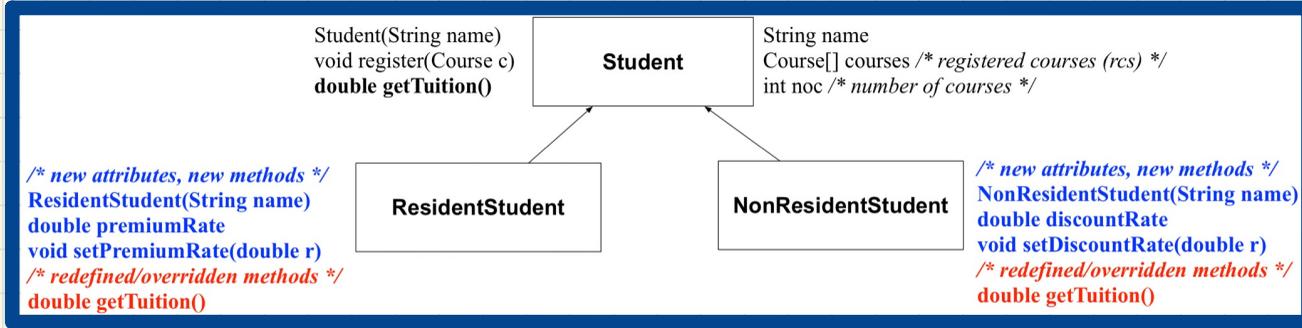


Intuition: Dynamic Binding

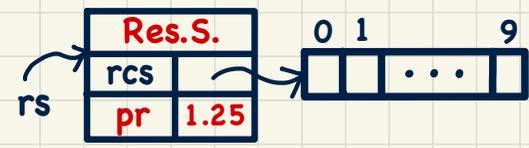


```

1 Course eecs2030 = new Course("EECS2030", 100.0);
2 Student s;
3 ResidentStudent rs = new ResidentStudent("Rachael");
4 NonResidentStudent nrs = new NonResidentStudent("Nancy");
5 rs.setPremiumRate(1.25); rs.register(eecs2030);
6 nrs.setDiscountRate(0.75); nrs.register(eecs2030);
7 s = rs; System.out.println(s.getTuition());
8 s = nrs; System.out.println(s.getTuition());
  
```

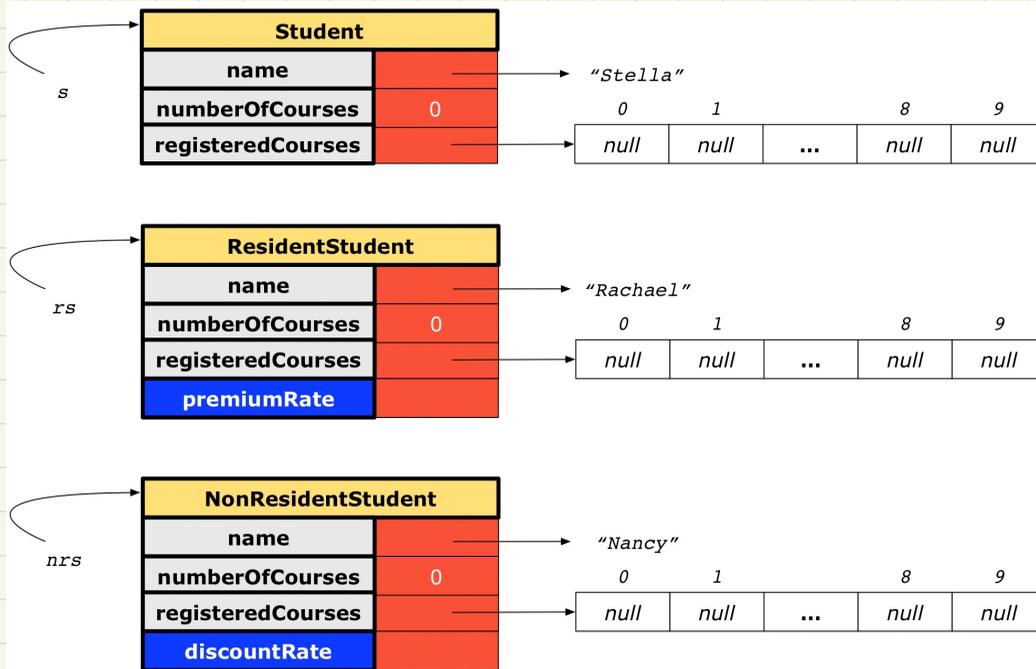


S

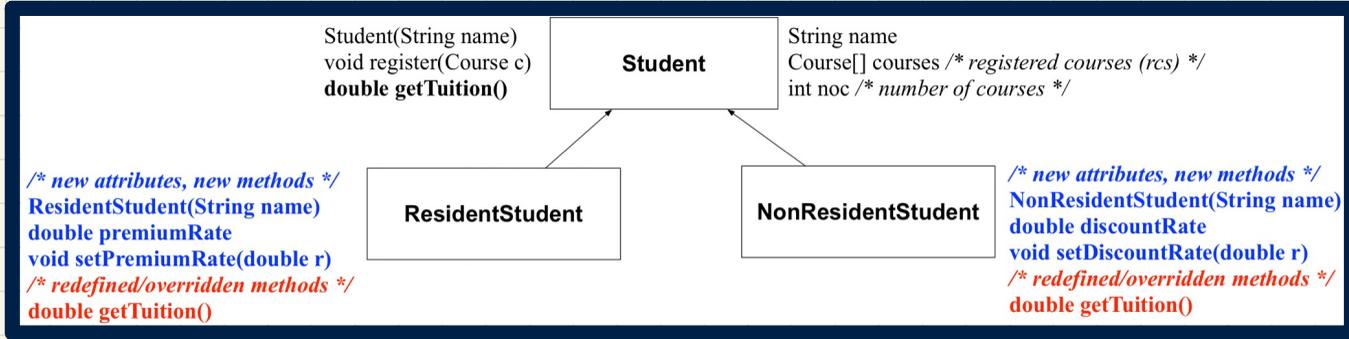


Visualizing Parent and Child Objects

```
Student s = new Student("Stella");  
ResidentStudent rs = new ResidentStudent("Rachael");  
NonResidentStudent nrs = new NonResidentStudent("Nancy");
```

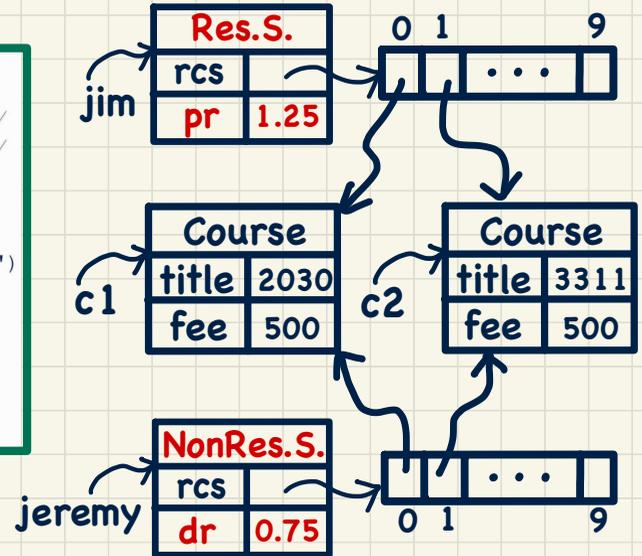


Testing Student Classes (with inheritance)

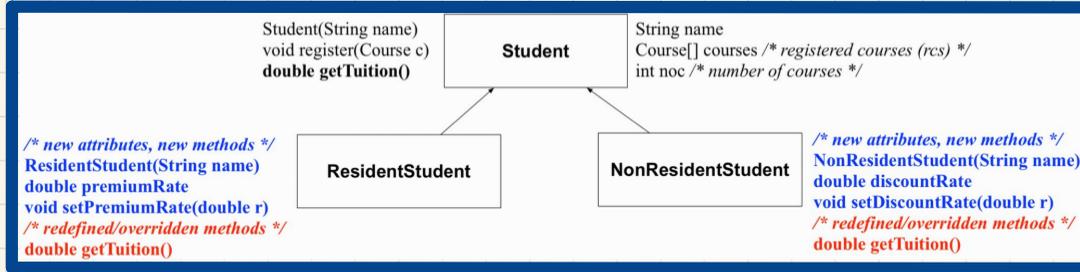


```

public class StudentTester {
    public static void main(String[] args) {
        Course c1 = new Course("EECS2030", 500.00); /* title and fee */
        Course c2 = new Course("EECS3311", 500.00); /* title and fee */
        ResidentStudent jim = new ResidentStudent("J. Davis");
        jim.setPremiumRate(1.25);
        jim.register(c1); jim.register(c2);
        NonResidentStudent jeremy = new NonResidentStudent("J. Gibbons");
        jeremy.setDiscountRate(0.75);
        jeremy.register(c1); jeremy.register(c2);
        System.out.println("Jim pays " + jim.getTuition());
        System.out.println("Jeremy pays " + jeremy.getTuition());
    }
}
  
```



Recall: Visualizing Parent and Child Objects



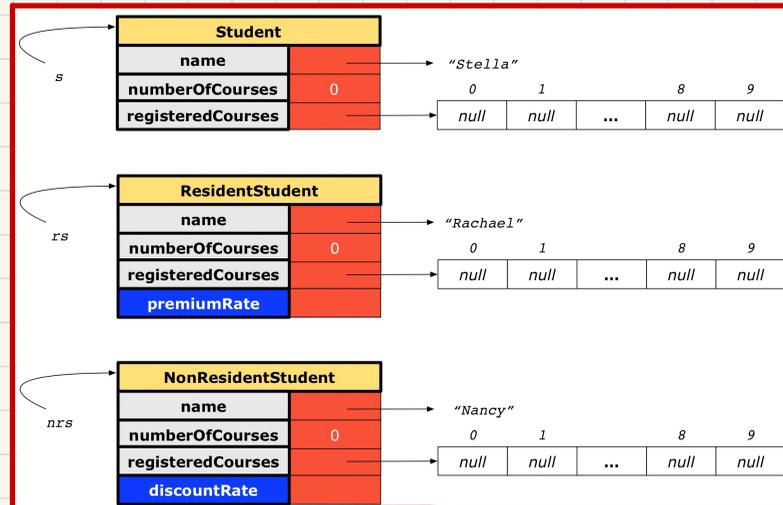
Inheritance Hierarchy

```

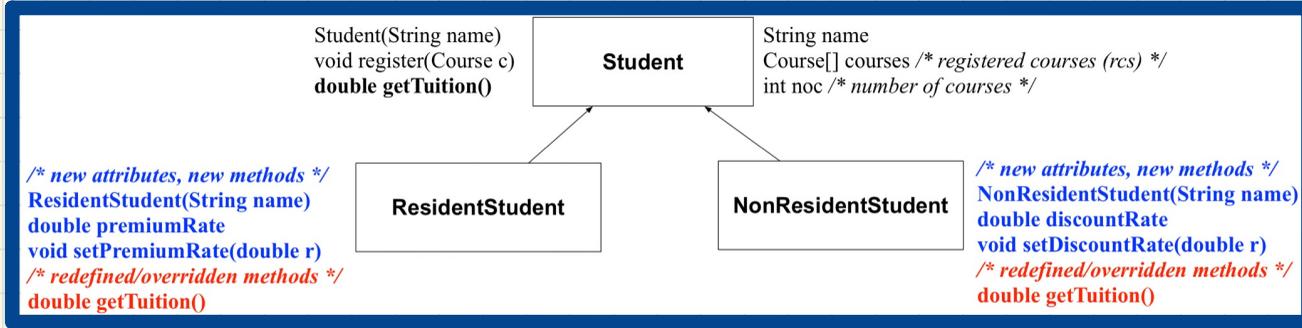
Student s = new Student("Stella");
ResidentStudent rs = new ResidentStudent("Rachael");
NonResidentStudent nrs = new NonResidentStudent("Nancy");
  
```

Declaring Static Types

Runtime Object Structure

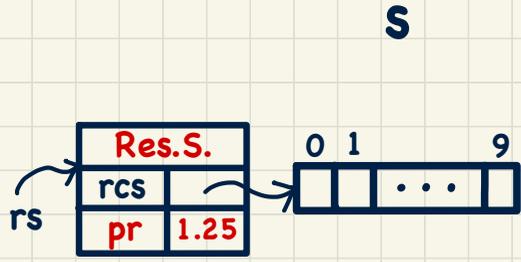


Intuition: Dynamic Binding



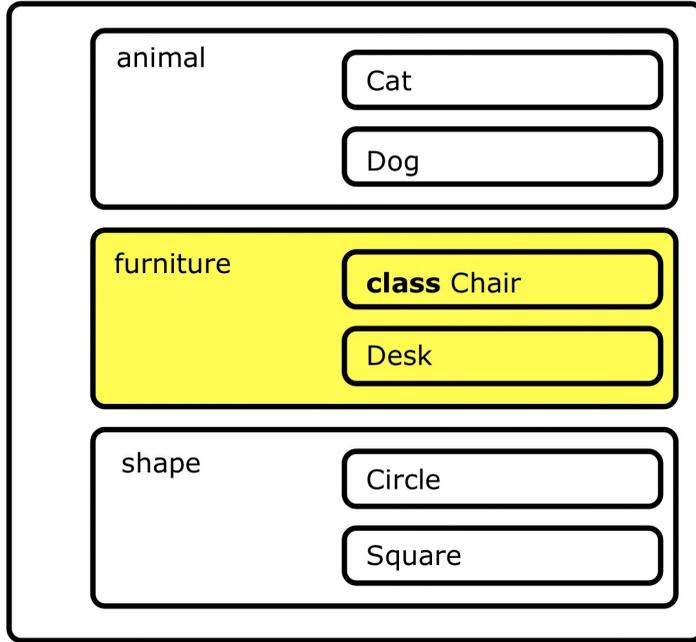
```

1 Course eecs2030 = new Course("EECS2030", 100.0);
2 Student s;
3 ResidentStudent rs = new ResidentStudent("Rachael");
4 NonResidentStudent nrs = new NonResidentStudent("Nancy");
5 rs.setPremiumRate(1.25); rs.register(eecs2030);
6 nrs.setDiscountRate(0.75); nrs.register(eecs2030);
7 s = rs; System.out.println(s.getTuition());
8 s = nrs; System.out.println(s.getTuition());
  
```

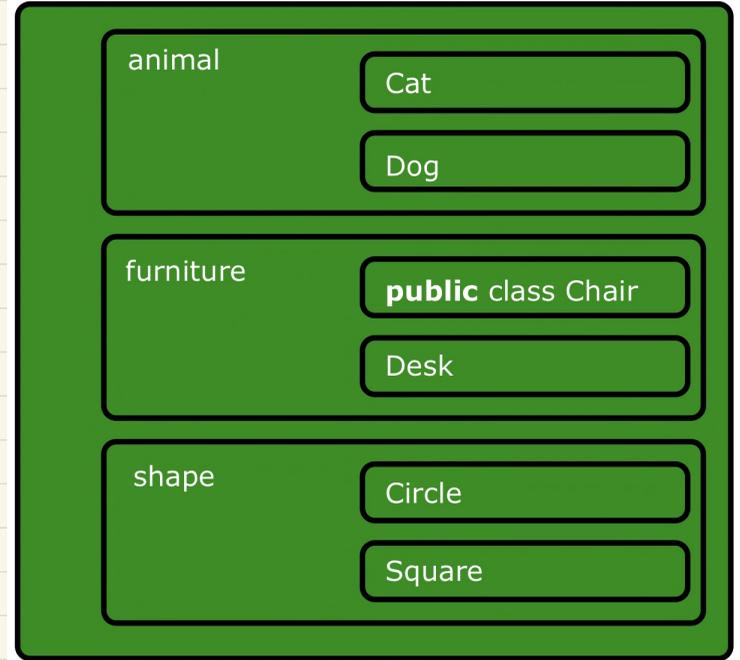


Visibility: Classes

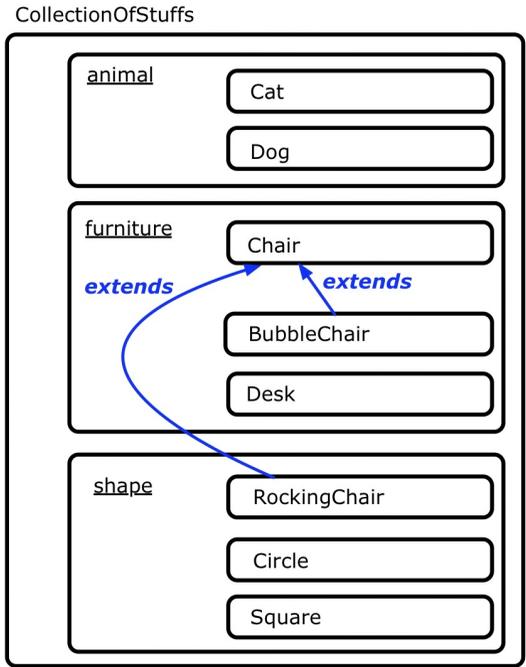
CollectionOfStuffs



CollectionOfStuffs



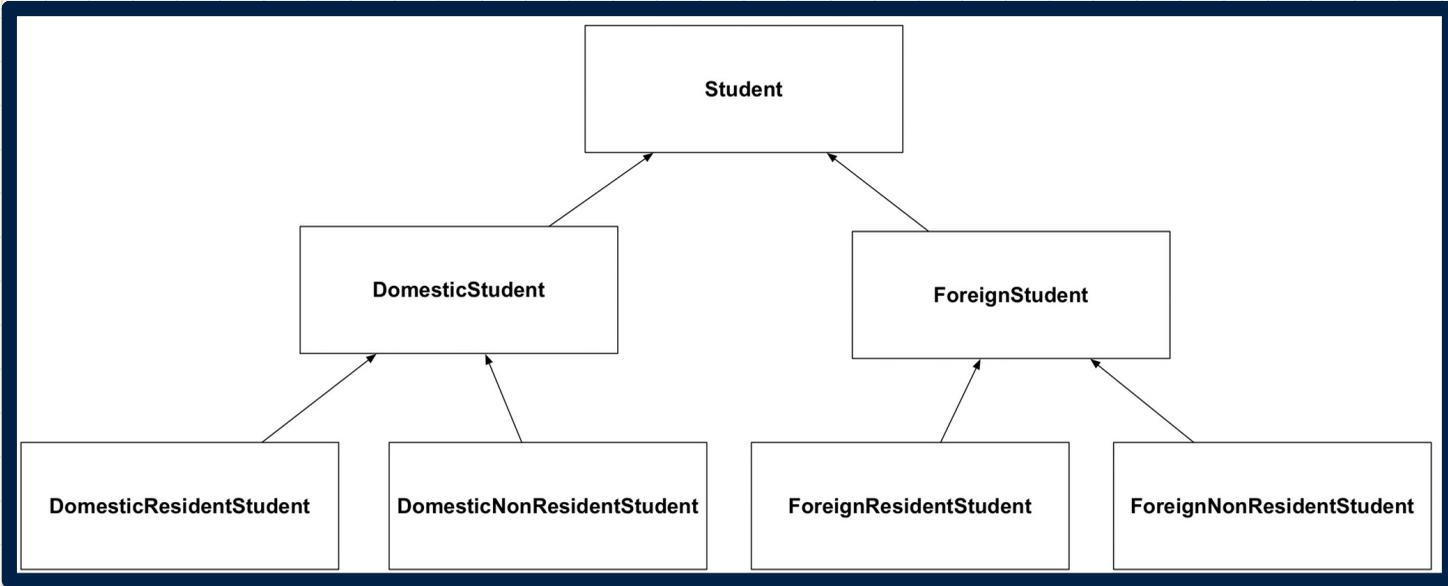
Visibility: Attributes and Methods



```
public class Chair {
    private int w;
    int x;
    protected int y;
    public int z;
}
```

	CLASS	PACKAGE	SUBCLASS (same pkg)	SUBCLASS (different pkg)	NON-SUBCLASS (across Project)
public	Green	Green	Green	Green	Green
protected	Green	Green	Green	Green	Red
no modifier	Green	Green	Green	Red	Red
private	Green	Red	Red	Red	Red

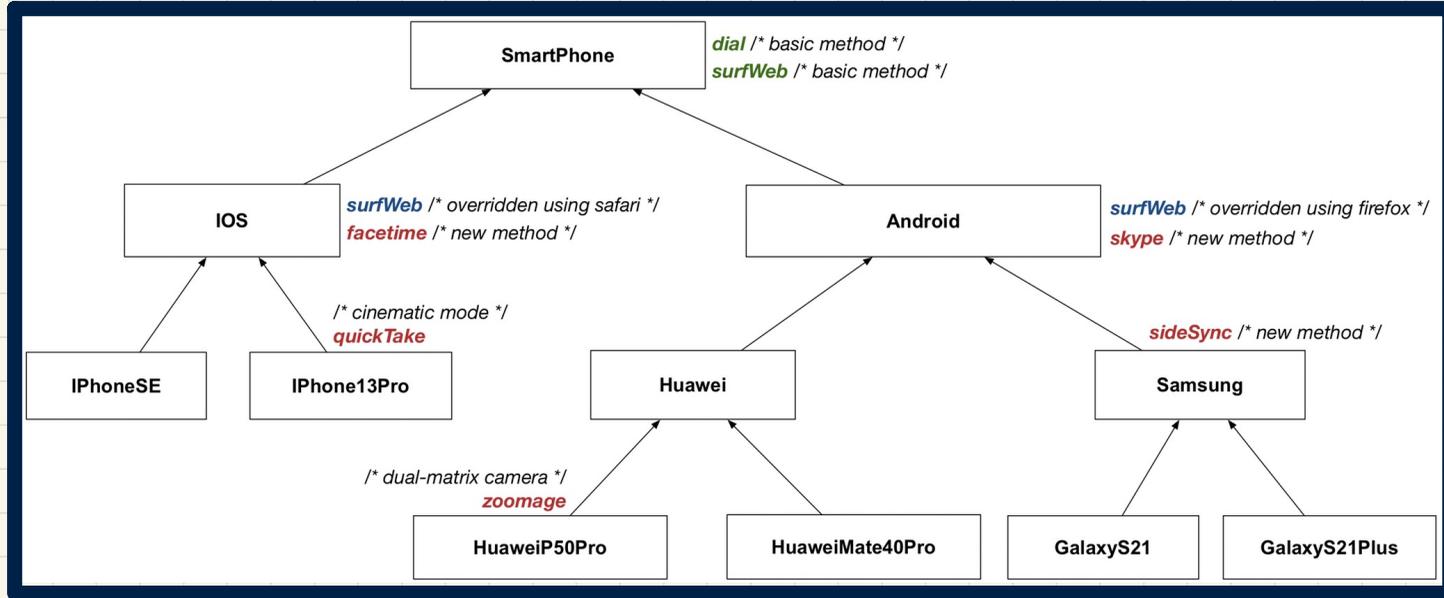
Multi-Level Inheritance Hierarchy: Students



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?

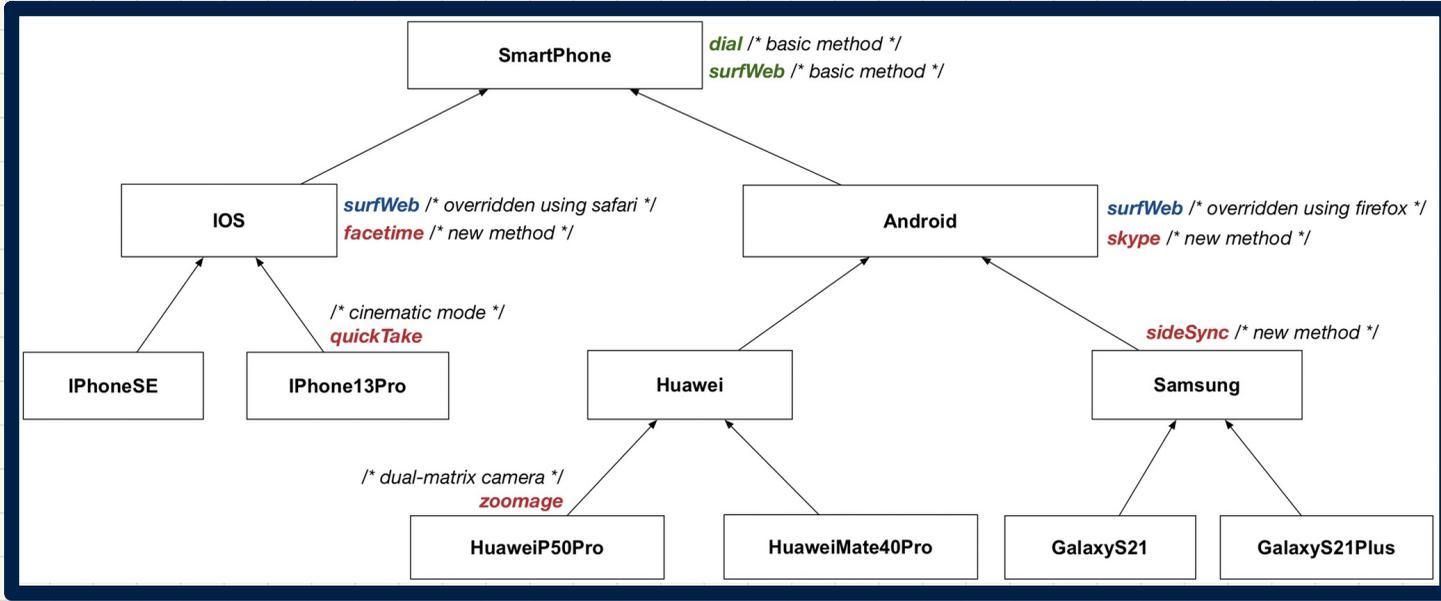
Multi-Level **Inheritance Hierarchy**: Smartphones



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?

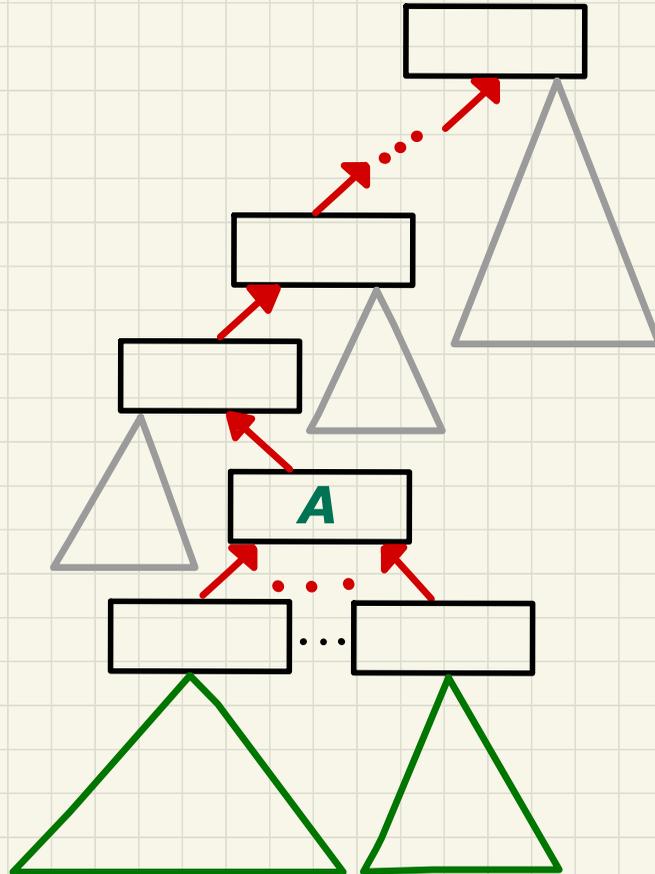
Multi-Level **Inheritance Hierarchy**: Smartphones



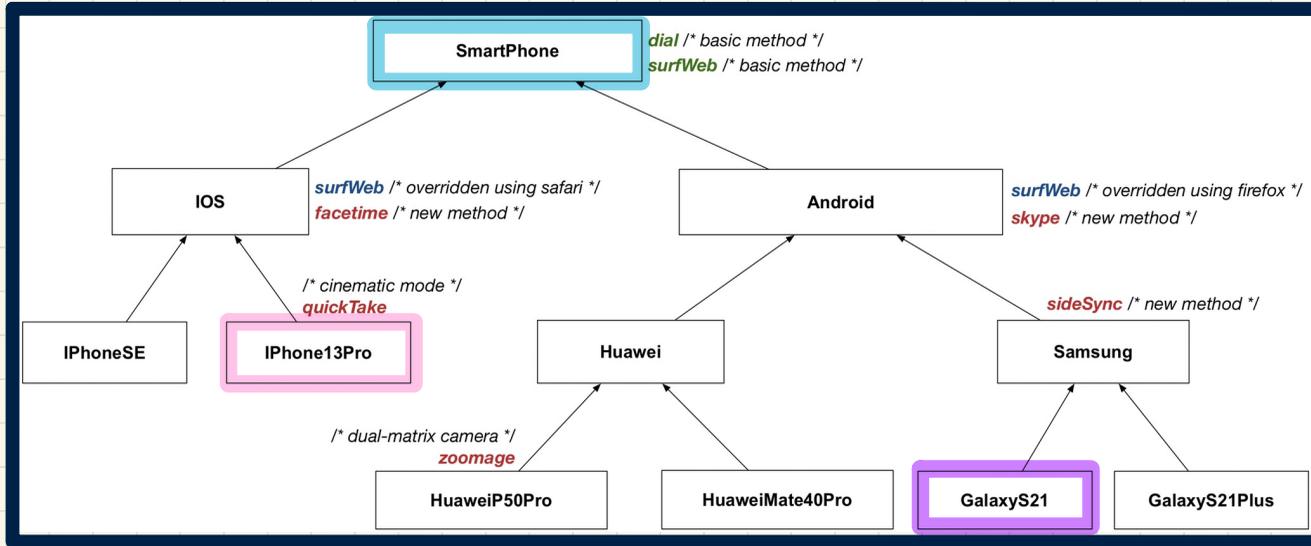
Exercise Compare the ranges of expectations of:

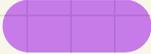
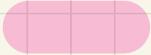
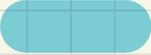
- + **iPhone13Pro**
- + **HuaweiP50Pro**
- + **GalaxyS21Plus**

Inheritance Forms a Type **Hierarchy**

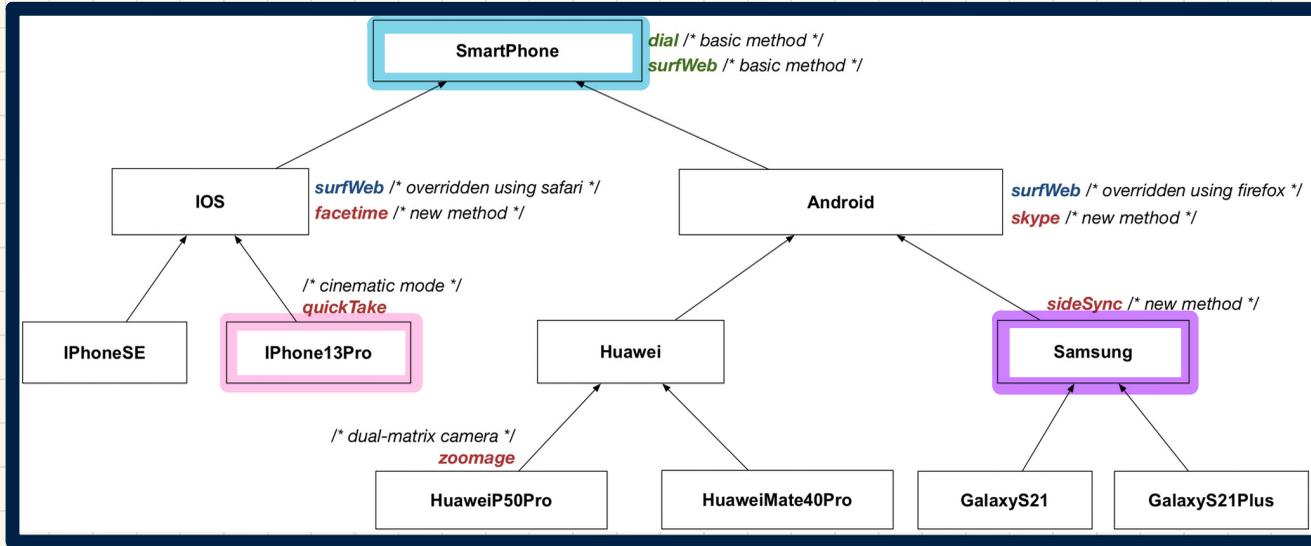


Inheritance Accumulates Code for Reuse



	ancestors	expectations	descendants
			
			
			

Inheritance Accumulates Code for Reuse

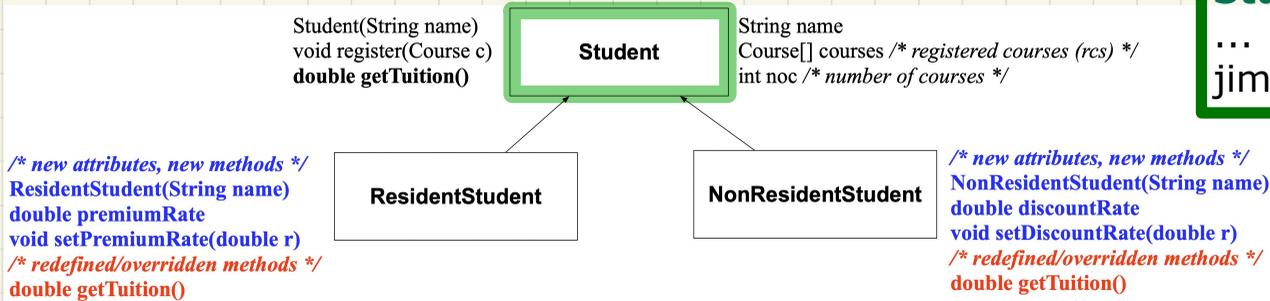


```
SmartPhone sp1;  
iPhone13Pro sp2;  
Samsung sp3;
```

```
sp1 = ?;  
sp2 = ?;  
sp3 = ?;
```

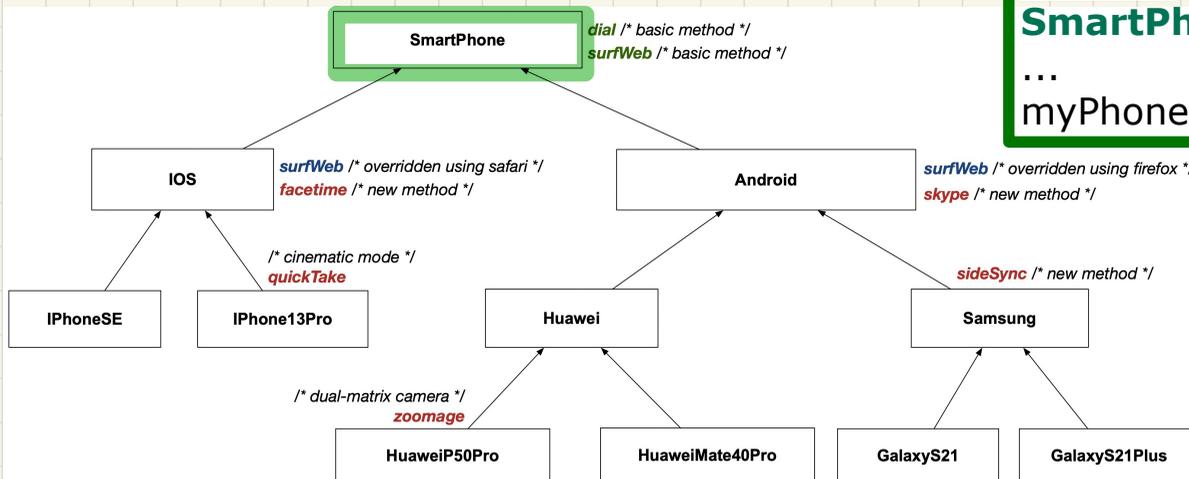
Static Types determine Expectations

Inheritance Hierarchy: Students



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

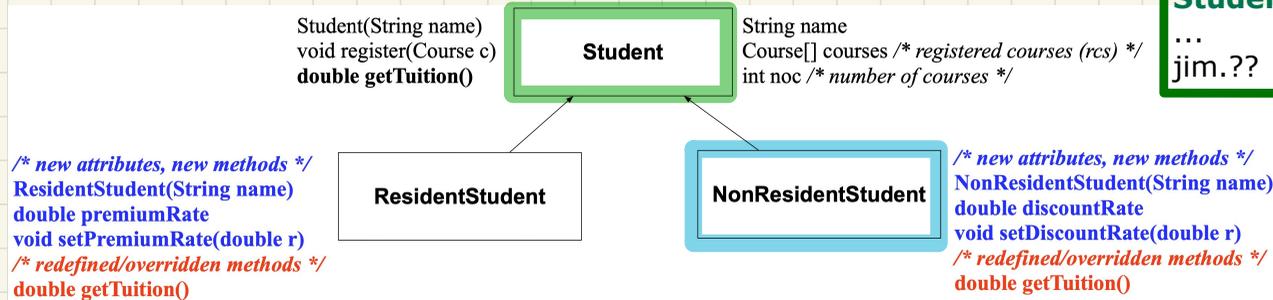
Inheritance Hierarchy: Smart Phones



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

Static Types determine Expectations

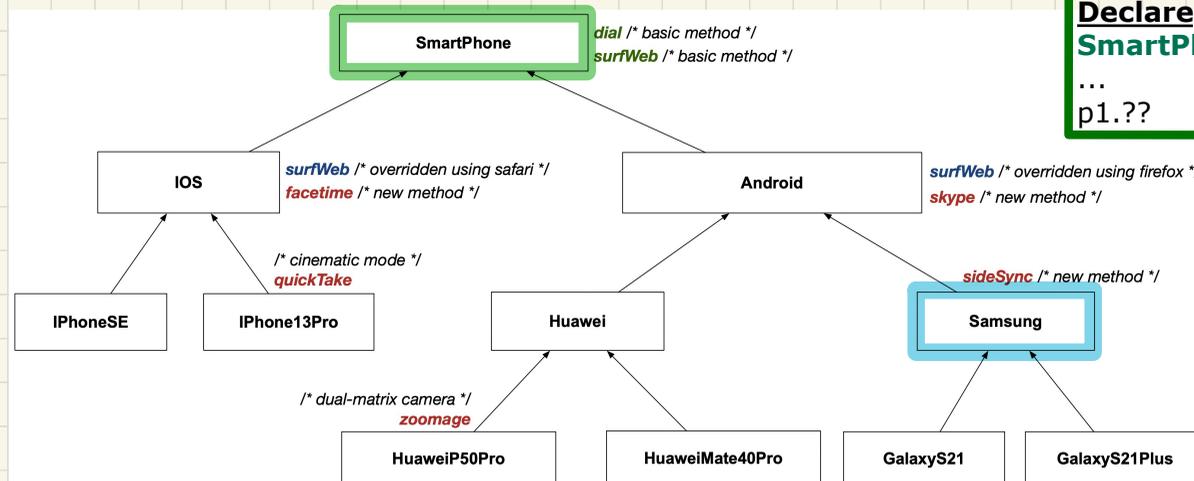
Inheritance Hierarchy: Students



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

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

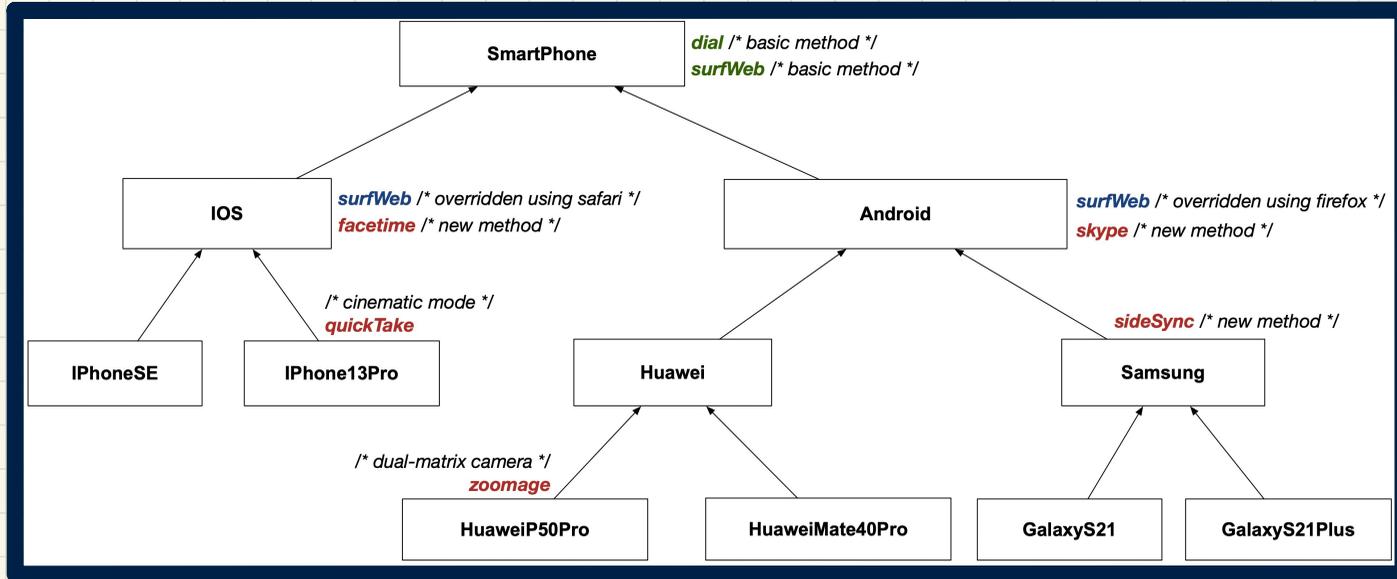
Inheritance Hierarchy: Smart Phones



Declare:
SmartPhone p1;
...
p1.??

Declare:
Samsung p2;
...
p2.??

Rules of Substitutions (1)



Declarations:

IOS sp1;

iPhoneSE sp2;

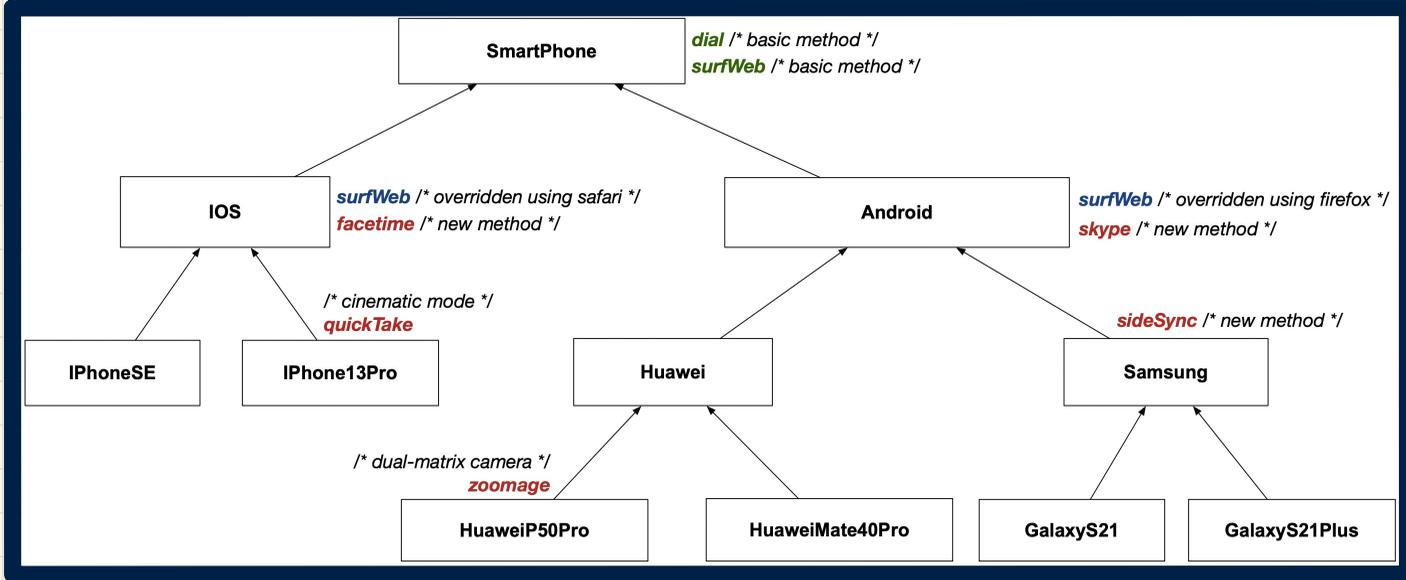
iPhone13Pro sp3;

Substitutions:

sp1 = sp2;

sp1 = sp3;

Rules of Substitutions (2)



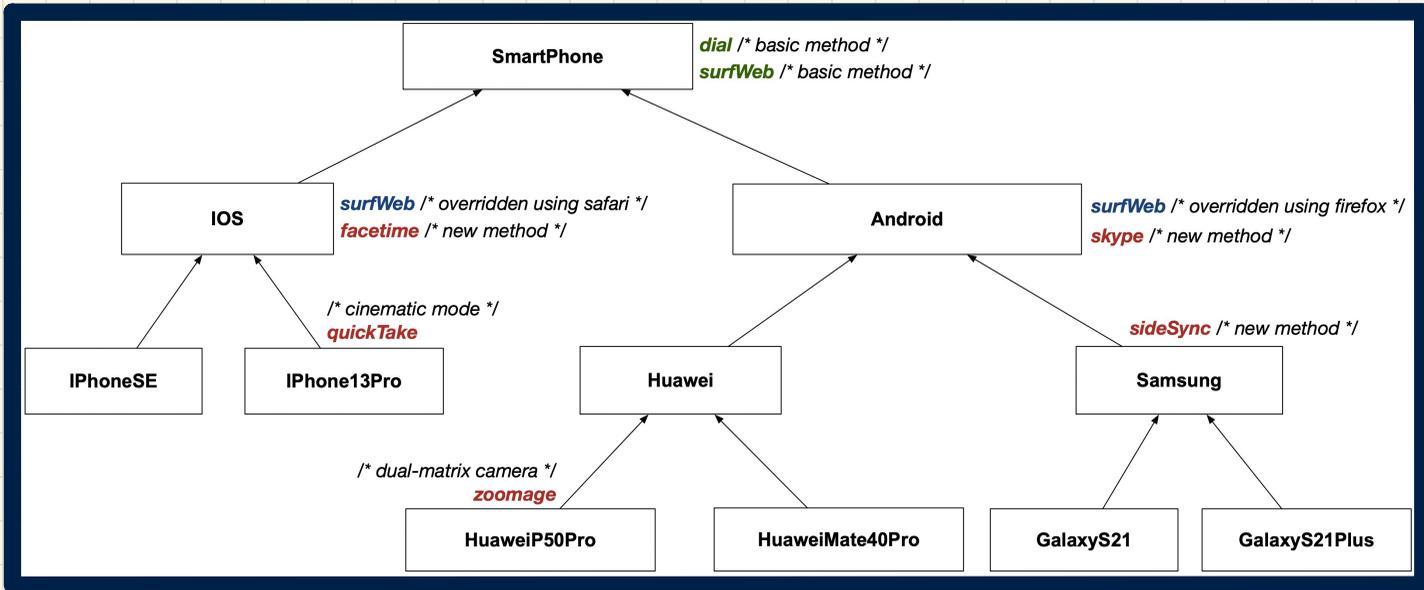
Declarations:

IOS sp1;
SmartPhone sp2;

Substitutions:

sp1 = sp2;

Rules of Substitutions (3)



Declarations:

IOS sp1;

HuaweiP50Pro sp2;

Substitutions:

sp1 = sp2;

Visualization: **Static** Type vs. **Dynamic** Type

Declaration:

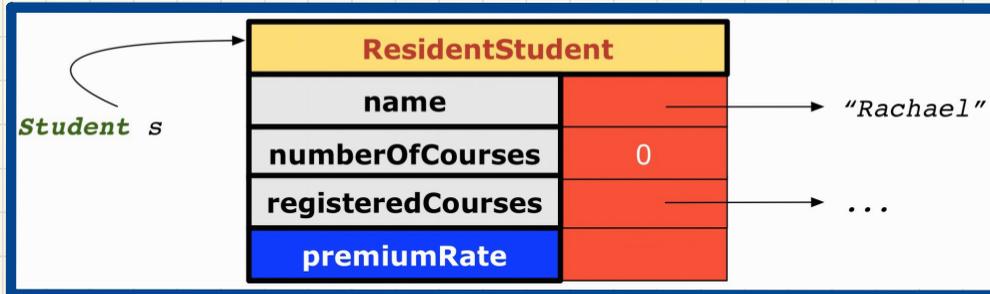
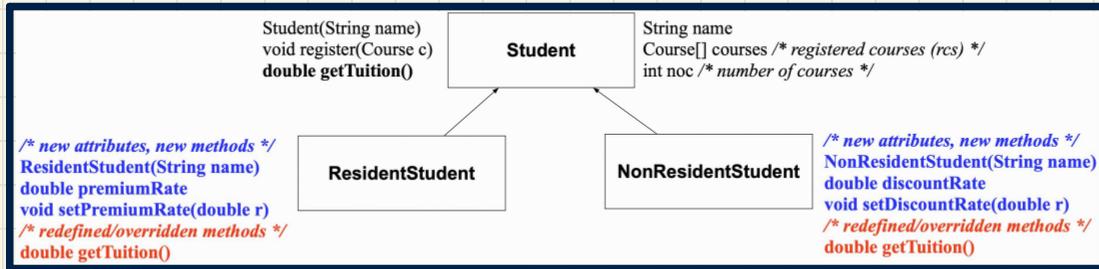
Student s;

Substitution:

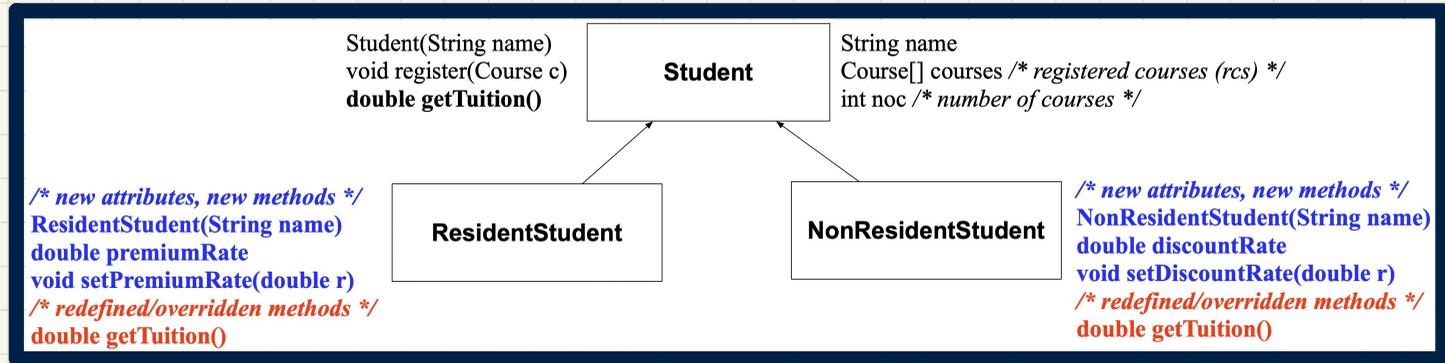
s = **new ResidentStudent**("Rachael");

Static Type: Expectation

Dynamic Type: Accumulation of Code



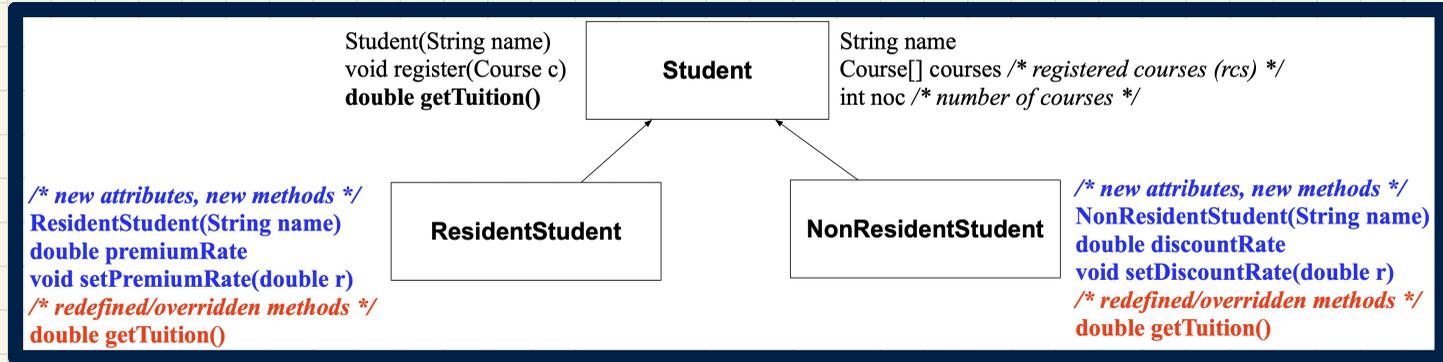
Change of Dynamic Type (1.1)



Example 1:

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

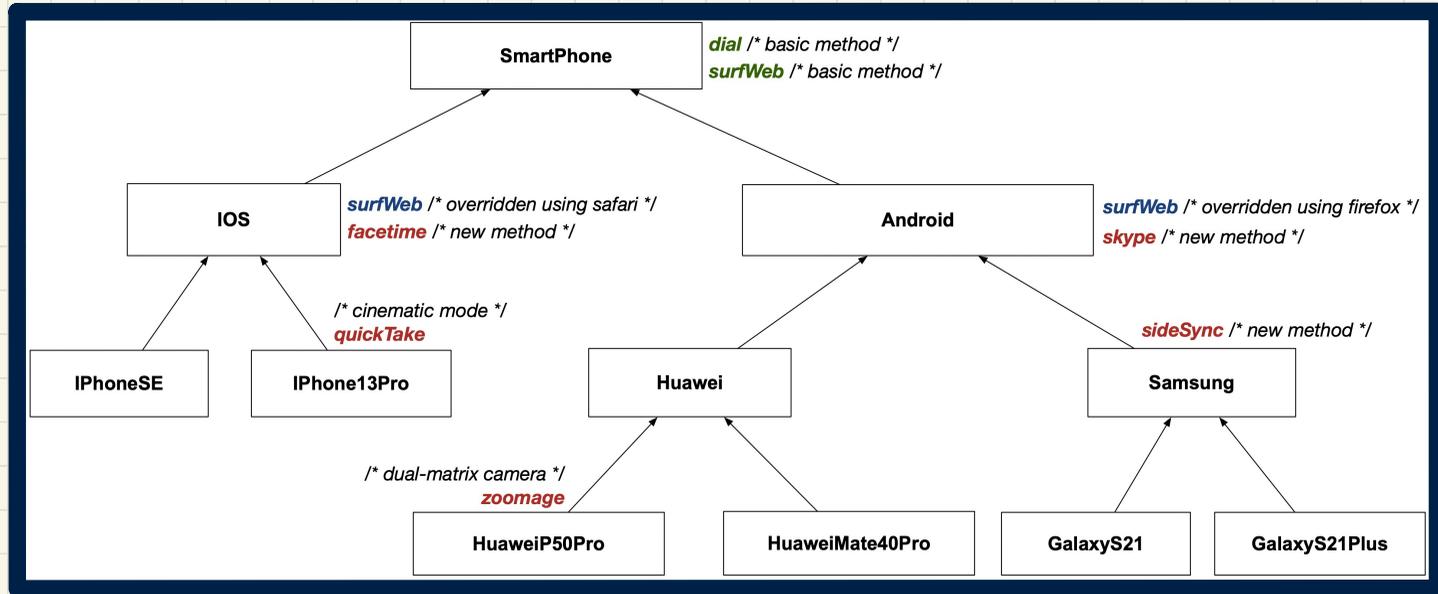
Change of Dynamic Type (1.2)



Example 2:

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

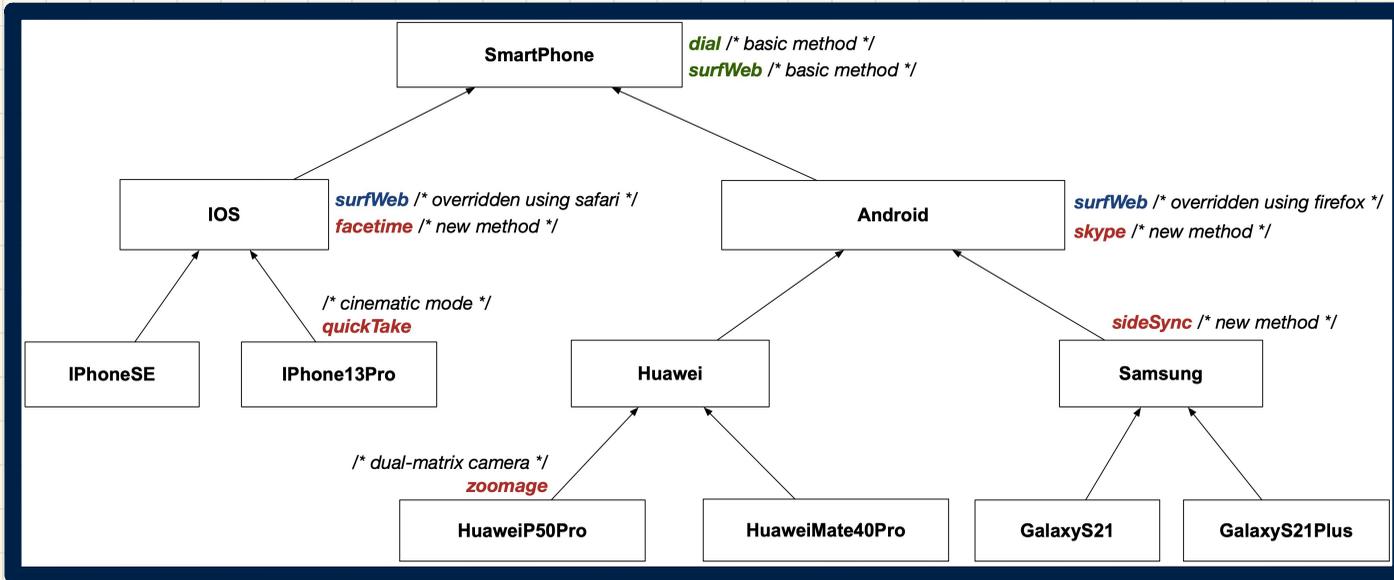
Change of **Dynamic** Type: Exercise (1)



Exercise 1:

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

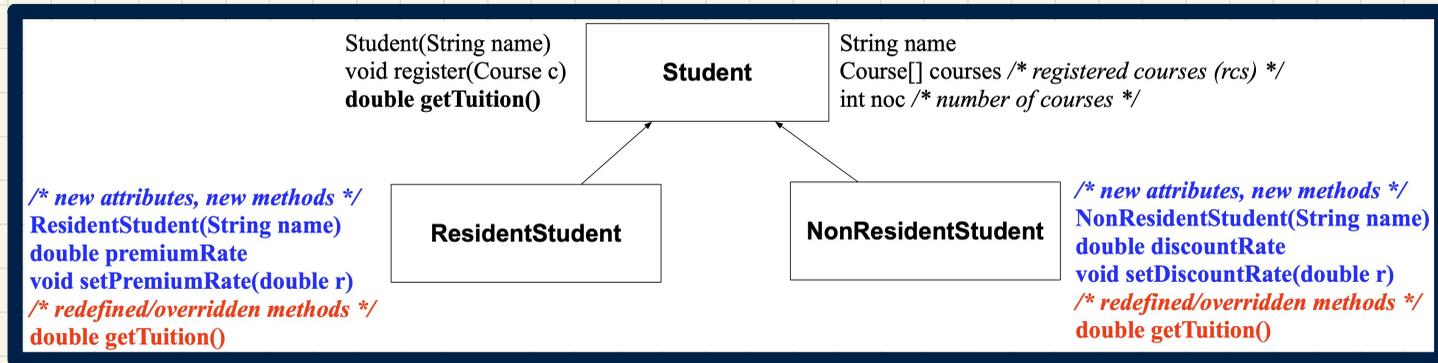
Change of **Dynamic** Type: Exercise (2)



Exercise 2:

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

Change of **Dynamic** Type (2.1)



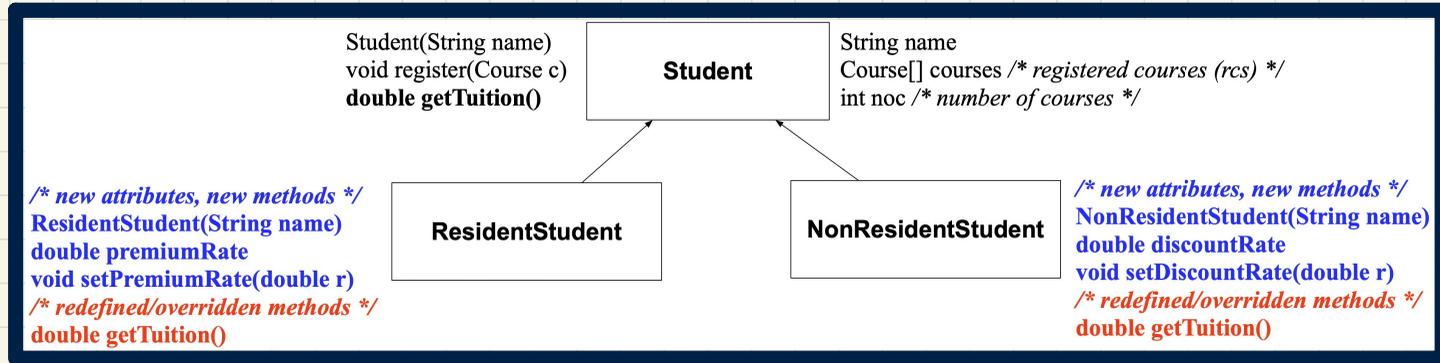
Given:

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

Example 1:

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

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());
```

Polymorphism and Dynamic Binding

Polymorphism:

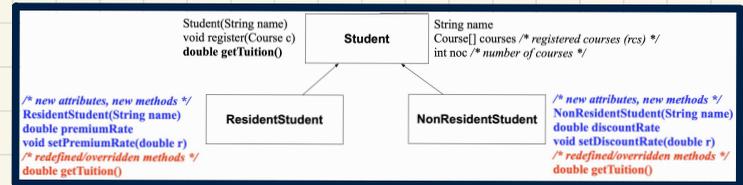
An object's **static type** may allow multiple possible **dynamic types**.

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

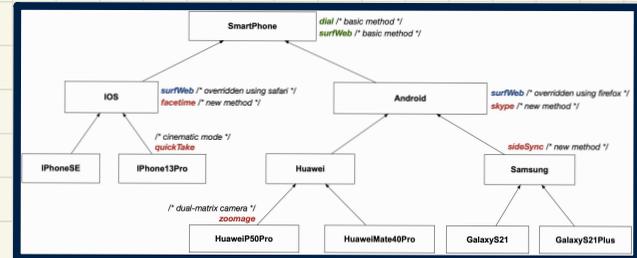
Dynamic Binding:

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

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



```
SmartPhone sp1 = new iPhone13Pro(...);
SmartPhone sp2 = new GalaxyS21(...);
sp1.surfWeb();
sp1 = sp2;
sp1.surfWeb();
```



Recap: **Static** Types vs. **Dynamic** Types

```
C1 v1 = new C3(...);
```

```
C2 v2 = new C4(...);
```

```
v1.m();
```

```
v2.m();
```

```
v1 = v2;
```

```
v1.m();
```

```
v2.m();
```

Exercises on Eclipse:

- + SMS (variable assignments)

- + Smart Phones (hierarchy + variable assignments)

Static Types and Anticipated Expectations

```
class A {  
    void m1() { ... }  
}  
class B extends A { }  
  
class C extends A { }
```

```
B obj1 = new A();
```

```
A = obj2 = new A();
```

```
B obj3 = (B) obj2;
```