Computer Science II

Professor Tom Ellman

Lecture 10
Inheritance

• Describe a new class in terms of how it differs from a previously defined class.

• Promotes modularity of programs.

• Promotes reuse of modules from one application to another.
Abstract Classes

• An *abstract* class is a partially specified class.
• For some methods only the signature, but no implementation, is provided.
• An abstract class may not be instantiated.
• The **new** operator may not be used to create instances of an abstract class.
• Another class may *extend* an abstract class.
• If the extended class is complete (not abstract) it may be instantiated.
• Define classes to implement drawings of faces in various moods.
• Start with a basic Face class.
• Leave the mouth shape unspecified.
• Define HappyFace as a Face with a smiling mouth.
• Define SadFace as a Face with a frowning mouth.
• Define AlertFace to have special eyes.
• Define ScarFace to have an additional feature.
package facesapplication;
import acm.graphics.*;

public abstract class Face extends GCompound {
    protected static final double LEFT = 0;
    protected static final double TOP = 0;
    protected static final double HEIGHT = 600;
    protected static final double WIDTH = 600;
    protected GObject head;
    protected GObject nose;
    protected GObject leftEye;
    protected GObject rightEye;
    protected GObject mouth;

    public Face() { this(LEFT, TOP, WIDTH, HEIGHT);  }
    public Face(double left, double top, double width, double height)  {
        makeObjects(left,top,height,width);
        addObjects();
    }
    // ... Omitted ...
}

The **Face** class is intended to represent faces in various moods. The class is abstract. Some methods will be declared, but not implemented.
void makeObjects(double left, double top, double width, double height) {
    head = makeHead(left, top, height, width);
    double centerX = left + width/2;
    double centerY = top + height/2;
    nose = makeNose(centerX-width/10, centerY-height/10, width/5, height/5);
    leftEye = makeEye(centerX-3*width/10, centerY-3*width/10, width/5, height/5);
    rightEye = makeEye(centerX+1*width/10, centerY-3*width/10, width/5, height/5);
    mouth = makeMouth(left+width/5, top+2*height/3, 3*width/5, height/6);
}

void addObjects() {
    add(head);
    add(nose);
    add(leftEye);
    add(rightEye);
    add(mouth);
}

These helpers are called by the **Face** constructor. The parameters to **makeObjects** define a rectangle in which the face will be placed. This method in turn calls helpers to make the nose, eyes and mouth, passing each a description of the rectangle in which the object should be placed.
The head, nose and eyes are defined (respectively) by the `makeHead`, `makeNose`, `makeEye` helper methods, which are called by the `Face` constructor. The `makeMouth` method is left undefined. It is labeled “abstract”. It will be defined in classed derived from `Face` via inheritance.
The HappyFace class extends the Face class. The HappyFace constructor uses the super keyword to invoke it's base class (Face) constructor. The makeMouth method (left abstract in Face) is defined in HappyFace to return a GArc object in the shape of a smile.
package facesapplication;
import acm.graphics.*;

public class SadFace extends Face {

    public SadFace(double left, double top, double width, double height) {
        super(left,top,width,height);
    }

    GObject makeMouth(double left, double top, double width, double height) {
        return new GArc(left,top,width,height,0,180);
    }
}

The SadFace class extends the Face class. The SadFace constructor uses the super keyword to invoke it’s base class (Face) constructor. The makeMouth method (left abstract in Face) is defined in SadFace to return a GArc object in the shape of a frown.
The `AlertFace` class extends the `HappyFace` class. The `AlertFace` constructor uses the `super` keyword to invoke it’s base class (`HappyFace`) constructor. It includes a new definition of `makeEye`, which was defined previously in `HappyFace`. The new definition (in `AlertFace`) overrides the old one (in `HappyFace`).
The **Eye** class implements an object representing the eye of an **AlertFace**.
The **ScarFace** class extends the **SadFace** class. It includes a new definition of **makeObjects**, which was defined previously in **Face**. The new definition of **makeObjects** uses the **super** keyword to invoke the inherited version of this method. Then it calls a helper to add an additional feature to the object.
package facesapplication;
import acm.program.*;

public class FacesApplication extends GraphicsProgram {

    public void run() {
        Face happyFace = new HappyFace(25, 25, 250, 250);
        add(happyFace);
        Face sadFace = new SadFace(325, 25, 250, 250);
        add(sadFace);
        Face alertFace = new AlertFace(25, 325, 250, 250);
        add(alertFace);
        Face scarFace = new ScarFace(325, 325, 250, 250);
        add(scarFace);
    }

    public static void main(String[] args) {
        new FacesApplication().start(args);
    }
}

The **FacesApplication** constructs and displays a **HappyFace**, a **SadFace**, an **AlertFace** and a **ScarFace**.
Inheritance Hierarchy

Face
- makeObjects
- addObjects
- makeHead
- makeNose
- makeEye
- makeMouth (abstract)

HappyFace
- makeMouth

SadFace
- makeMouth

AlertFace
- makeEye

ScarFace
- makeObjects
- addObjects
- makeScar
HouseApplication

• Design a class hierarchy for pictures of houses.
• House: A rectangle with a triangle on top.
• FancyHouse: A house with a garage.
• OpenHouse: A house with windows.
• [FancyOpenHouse: A house with a garage and windows.]
House Hierarchy

House

FancyHouse

OpenHouse
House Hierarchy

- House: A **GCompound** including a rectangle base and a polygon forming a roof.

- Open House: Just like a House, but with windows.

- Fancy House: Just like a house, but with a garage.
The `House` constructor creates a `GRect` base and a `GPolygon` roof inside the rectangle defined by the constructor parameters. Notice that we start by calling the base class constructor.
package house;

import java.awt.*;

public class FancyHouse extends House {

    public FancyHouse(int left, int bottom, int width, int height, Color color) {

        super(left, bottom, width, height, color);

        House garage = new House(left+width, bottom, width/2, height/2, color);
        add(garage);
    }
}

The **FancyHouse** constructor invokes its base class constructor (to create the base and roof of the house) and then creates a whole new (smaller) **House** for the garage.
package house;
import acm.graphics.*;
import java.awt.*;
public class OpenHouse extends House {
    public OpenHouse(int left, int bottom, int width, int height, Color color, Color wColor) {
        super(left, bottom, width, height, color);
        int wWidth = width / 6;  int wHeight = height / 6;
        int lX = left + wWidth;  int rX = left + 4 * wWidth;
        int bY = bottom - 2 * wHeight;  int tY = bottom - 5 * wHeight;
        GRect w1 = new GRect(lX,bY,wWidth,wHeight);
        w1.setFilled(true); w1.setFillColor(wColor);
        add(w1);
        GRect w2 = new GRect(rX,bY,wWidth,wHeight);
        w2.setFilled(true); w2.setFillColor(wColor);
        add(w2);
        GRect w3 = new GRect(lX,tY,wWidth,wHeight);
        w3.setFilled(true); w3.setFillColor(wColor);
        add(w3);
        GRect w4 = new GRect(rX,tY,wWidth,wHeight);
        w4.setFilled(true);
        w4.setFillColor(wColor);
        add(w4);
    }
}

The **OpenHouse** constructor invokes its base class constructor (to create the base and roof of the house) and then creates **GRect** objects for the windows.
package housesapplication;

import acm.program.*;
import java.awt.*;
import house.*;

public class HousesApplication extends GraphicsProgram {
    public void run() {
        House house = new House(100, 300, 100, 100, Color.RED);
        add(house);
        FancyHouse fancyHouse = new FancyHouse(300, 300, 100, 100, Color.ORANGE);
        add(fancyHouse);
        OpenHouse openHouse = new OpenHouse(500, 300, 100, 100,
                                               Color.GREEN, Color.LIGHT_GRAY);
        add(openHouse);
    }

    public static void main(String[] args) {
        new HousesApplication().start();
    }
}