



Abstract Classes Interfaces

CSCI 201

Principles of Software Development

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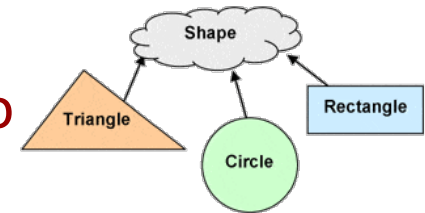
Outline

- Abstract Classes
- Interfaces

Abstract Classes



- An abstract class is a way for parent classes to guarantee that child classes provide an implementation for a specific method
 - › Consider the `Shape` example. Even though a `Shape` does not know how to find the area of a `Triangle` or `Rectangle`, it could require that both of those classes implement a `getArea()` method
- Abstract methods only contain declarations but no implementations
 - › Any class that contains an abstract method must be declared `abstract`
- Abstract classes cannot be instantiated since not all of the methods have implementations
- Any class that inherits from an abstract class **must** implement all of the abstract methods or declare itself abstract
 - › When a class implements an abstract method, it is said to `override` that method



Abstract Class Example



```
1  abstract class Parent {
2      public abstract int meth1();
3      public int meth2() {
4          return 10;
5      }
6  }
7
8  class Child extends Parent {
9      public int meth1() {
10         return 20;
11     }
12 }
13 public class Test {
14     public static void main(String [] args) {
15         Child c = new Child();
16         System.out.println(c.meth1());
17         System.out.println(c.meth2());
18         Parent p = new Parent();
19         System.out.println(p.meth1());
20         System.out.println(p.meth2());
21     }
22 }
```

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Interfaces



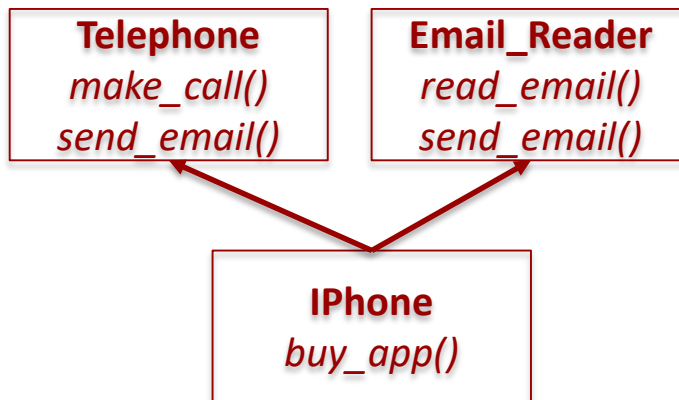
- An interface is similar to a class, but there are no method implementations in it (not even inherited)
- When a class **implements** an interface, it must implement all of the methods in the interface
 - › If it doesn't implement all of the methods, it has then inherited an abstract method, so the class must be declared abstract
- A class can implement as many interfaces as it wants
 - › This is how Java deals with supporting something similar to multiple inheritance
 - › This is different than multiple inheritance though. How?
 - If the same method is inherited from more than one interface, there is no implementation, so there is no confusion
- If interfaces inherit from other interfaces, they will **extend** them



Multiple Inheritance and Interfaces



- In C++, we had a problem with multiple inheritance when the same function was implemented in two different branches of the hierarchy



Which `send_email()` function gets called when you call it on an instance of `iPhone`?

```
iPhone ip;  
ip.send_email();
```

It doesn't matter which one gets called if the `Telephone` and `Email_Reader` classes only contained function definitions and the only implementation was in `iPhone`

Interface Example



```
1 interface Parent {
2     public abstract int meth1();
3     public int meth2();
4 }
5
6 abstract class Child implements Parent {
7     public int meth1() {
8         return 20;
9     }
10 }
11
12 class GrandChild extends Child {
13     public int meth2() {
14         return 30;
15     }
16 }
17
```

```
18 public class Test {
19     public static void main(String [] args) {
20         GrandChild gc = new GrandChild();
21         System.out.println(gc.meth1());
22         System.out.println(gc.meth2());
23         Child c = new Child();
24         System.out.println(c.meth1());
25         System.out.println(c.meth2());
26     }
27 }
```

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