JAVA

Classes
Class definition

• complete definition

```
[public] [abstract] [final] class Name
[extends Parent]
[implements ListOfInterfaces] {
  ... // class body
}
```

• public – public class
• abstract – no instance can be created
• final – class cannot be extended
Constructor

- constructor
  - object initialization
- declaration
  - the same name as the class
  - no return type
  - modifier – only visibility
  - several constructors
    - with different arguments
    - selected by arguments of `new`

```java
class MyClass {
    int value;
    public MyClass() { value = 10; }
    public MyClass(int v) { value = v; }
}
```
Object removal

• garbage collector

• `finalize()` method
  - present in every class
  - called before object's removal
  - **it is not a destructor like in other languages**
  - not known when it is called
  - calling is not guaranteed
    • object need not be removed by garbage collecting
      - e.g. at the end of the program
    - calls of `finalize()` are not chained

Deprecated since Java 9
Initialization of fields

- in constructor
  or
- direct

```java
class MyClass {
    int a = 5;
    float b = 1.2;
    MyClass2 c = new MyClass2();
    int d = fn();
    int e = g(f);  // error!
    int f = 4;
    ...
}
```
Initialization: static

- just once
- before first access or before first instance of a class is created
- direct
  ```java
define clnClass {
static int a = 1;
}
```
- static initializer
  ```java
class MyClass {
    static int a;
    static {
      a = 10;
    }
    ...
}
```
Initialization: "non-static"

- similar to static initializer
- necessary for initialization of anonymous inner classes

```java
class MyClass {
    int a;
    int b;
    {
        a = 5;
        b = 10;
    }
    ...
}
```
Classes: inheritance

- parent specification – `extends ParentName`

- single inheritance
  - single parent only

- class `java.lang.Object`
  - each class inherits from this class
    - directly or indirectly
    - the only class without parent

- multiple inheritance only via `Interfaces`
Polymorphism

- polymorphism ~ inheritance
- cast
  - automated – child to parent

```java
class A { /*...*/ }
class B extends A { /*...*/ }

A a = new B();
Object o = a;

B b = (B) o;
```
Polymorphism – constructor

- constructor of the parent
  - `super()`

- other constructor of the same object
  - `this()`

- calling other constructors
  - only as the first statement and just once

- parent's constructor is called always
  - even if not explicitly called
  - exception – `this()`

- class without constructor declared
  - has default constructor
    - calls `super()` only
java.lang.Object

Object clone()
boolean equals(Object obj)
void finalize()
Class<?> getClass()
int hashCode()
void notify()
void notifyAll()
String toString()
void wait()
void wait(long timeout)
void wait(long timeout, int nanos)
Classes: visibility of members

• must be specified for each member

• fields and methods
  - public
    • from everywhere (if the class is also visible)
  - protected
    • from the same package and children
  - private
    • just from the same class
    • without a visibility modifier
      • from the same package

• holds within a single module
Classes: other modifiers

- **final**
  - field
    - constant
    - must have initializer
    - after initialization cannot be changed
  - method
    - cannot be overridden in children

- **transient**
  - field
    - does not belong to a persistent state of the object

- **volatile**
  - field
    - non-synchronized access of multiple threads
    - no optimization can be performed
Classes: modifiers of methods

- **abstract**
  - no method body
  - the class must be also **abstract**
    - no instance can be created
  - method body – semicolon

- **synchronized**
  - calling thread must obtain a lock on the called object (or the class in the case the method is **static**)

- **native**
  - native method
  - implementation directly in native code for a particular platform (as an external library)
  - method body – semicolon

- **static**
  - see the previous lecture
Classes: method modifiers

- no modifier `virtual`
- all methods are virtual
  - static methods are not virtual

```java
public class A {
    public void foo() {
        System.out.print("A");
    }
}

public class B extends A {
    public void foo() {
        System.out.print("B");
    }
}

A a = new B();
a.foo(); // prints out B
```

```java
public class As {
    public static void foo() {
        System.out.print("A");
    }
}

public class Bs extends As {
    public static void foo() {
        System.out.print("B");
    }
}

A a = new B();
a.foo(); // prints out A
```
Static methods

• static methods are called on a class
  – do not belong to any object

    class As {
        public static void foo() {
        ........
        }
    }

    As/foo();

• they can be “called” on an object (a class instance);
  but in reality only a type of the reference is taken
  – value of the object is ignored
  – type (and thus a method to be called) is determined at compile time
    • see the previous slide
this

• reference to the object of the executed method
• can be used in methods and initializers only

```java
public class MyClass {
    private int a;
    public MyClass(int a) {
        this.a = a;
    }
}
```
super

• access to members of the direct parent
• in the case S is direct parent of C
  \((S) \ this\).name \sim \ super.name
• super.super cannot be used

class T1 { int x = 1; }
class T2 extends T1 { int x = 2; }
class T3 extends T2 {
  int x = 3;
  void test() {
    System.out.println(x); // 3
    System.out.println(super.x); // 2
    System.out.println(((T2) this).x); // 2
    System.out.println(((T1) this).x); // 1
  }
}
super

- super can be used with methods too
- WARNING – casting this does not work
  - a code can be compiled but the same method will be called recursively

class TX1 {
    public void foo() { /*...*/ }
}
class TX2 extends TX1 {
    public void foo() { /*...*/ }
}
public class TX3 extends TX2 {
    public void foo() {
        ((TX1) this).foo();
        System.out.println("TX3.foo()");
    }
}
Interfaces
**Interface**

- only interface
- no implementation
  - since Java 8, there can be an implementation
- can contain
  - method headers
  - fields
  - inner interfaces

```java
public interface Iterator {
    boolean hasNext();
    Object next();
    void remove();
}
```
Interface: fields

- implicitly they are public, static and final
- must be initialized
- super and this cannot be used in initialization

```java
public interface Iface {
    int a = 5;
    String s = "hello";
}
```
Interface: methods

• without implementation
  ◦ implicitly **abstract** and **public**
  ◦ cannot be
    ◦ **synchronized**
    ◦ **native**
    ◦ **final**
• **default** methods
  ◦ since Java 8
  ◦ contains implementation
  ◦ intended for extending interfaces
• **static** methods
  ◦ since Java 8
  ◦ the same as the static methods in classes
Interface: inheritance

• multiple inheritance

```java
interface Iface1 { ... }
interface Iface2 { ... }

interface Iface3 extends Iface1, Iface2
{ ... }
```
Classes and interfaces

- classes implement interfaces

```java
public interface Colorable {
    void setColor(int c);
    int getColor();
}

public class Point {
    int x, y;
}

public class ColoredPoint extends Point implements Colorable {
    int color;
    public void setColor(int c) {
        color = c;
    }
    public int getColor() { return color; }
}
```

Colorable c = new ColoredPoint();
Classes and interfaces

- a class must implement all methods of its interfaces except the default methods
  - not true for abstract classes
- a single method in a class can implement several interfaces

```java
interface A { void log(String msg); }
interface B { void log(String msg); }

public class C implements A, B {
    public void log(String msg) {
        System.out.println(msg);
    }
}
```
Interfaces and default methods

- the implementation in a class has always precedence over the implementation in interfaces

- if implementing two interfaces with the same default method, then the method has to be implemented in the class
  - otherwise the class cannot be compiled

```java
interface If1 {
    default void foo() {...}
}
interface If2 {
    default void foo() {...}
}
class Mixed implements If1, If2 {
    ...  // cannot be compiled
}
```
Interfaces and default methods

- it is forbidden to define a default method for a public method from java.lang.Object

```java
interface Iface {
    public default boolean equals(Object obj) {
        return false;
    }
}
```

- the implementation in a class has always precedence over the implementation in interfaces
  - even an inherited one
Interfaces and default methods

```java
interface If1 {
    default void foo() {
        System.out.println("interface");
    }
}

class A {
    public void foo() {
        System.out.println("class");
    }
}

class B extends A implements If1 {
    public static void main(String[] args)
    B b = new B();
    b.foo();    // -> "class"
}
```
Java

Arrays
Array definition

- array ~ object
- variable ~ reference

```java
int[] a; // array
short[][] b; // 2-dimensional array
Object[] c, // array
d; // array
long e, // non-array
f[]; // array
```
Array initialization

- "static"

```java
int[] a = { 1, 2, 3, 4, 5 };  
char[] c = { 'h', 'e', 'l', 'l', 'o' };  
String[] s = { "hello", "bye" };  

int[][] d = { { 1, 2 }, { 3, 4 } };`
```
Array initialization

- **dynamic**
  ```java
  int[] array = new int [10];
  float[][][] matrix = new float[3][3];
  ```

- **just several dimensions can be specified**
  - but first ones
  - empty brackets for the rest
  ```java
  float[][][] matrix = new float[3][]; 
  for (int i=0;i<3;i++)
    matrix[i] = new float [3];
  
  // wrong
  int[][][][] a = new int[3][][3][]; 
  ```
Array initialization

- "non-rectangular" array

```java
int a[][] = { {1, 2}, {1, 2, 3}, {1, 2, 3, 4, 5} };

int b[][] = new int [3][];
for (int i=0; i<3; i++)
    b[i] = new int [i+1];
```
Array initialization

- no constructor is called
- elements in the created array (using new) – default values
  - references – null
  - int – 0
  - ...
- expressions in array creation (new) – fully evaluated from left

```java
int i = 4;
int ia[][] = new int[i][i=3];
// array 4x3
```
Access to array

- `array[index]`
- `indexes – always 0..length-1`
- `bounds always checked`
  - cannot be switched off
  - exception thrown for out of bounds access
    - `ArrayIndexOutOfBoundsException`
- `array length – field length`

```java
int[] a = { 1, 2, 3 }; 
for (int i=0; i < a.length; i++) {
    ....
}
```
Array ~ object

- `int[] intArray = new int [100];`
- `String[] strArray = new String [100];`

- array is object
  
  ```java
  Object o1 = strArray;    // OK
  Object o2 = intArray;    // OK
  ```

- but
  
  ```java
  Object[] oa1 = strArray; // OK
  Object[] oa2 = intArray; // error
  ```
Array ~ object

Object[] oa = new Object[2];
oa[0] = new String("hello");
oa[1] = new String("world");

String[] sa1 = oa;    // error

String[] sa2 = (String[]) oa;
    // error too
    // can be compiled but run-time error