Classes
Class definition

- complete definition

```java
[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
  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
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

```java
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

```java
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 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

```java
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()");
    }
}
```
Java

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

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"
    }
}
```
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][][][];
  ```
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

- \texttt{array[index]}
- \textbf{indexes – always} \(0..\texttt{length-1}\)
- \textbf{bounds always checked}
  - cannot be switched off
  - exception thrown for out of bounds access
    \texttt{ArrayIndexOutOfBoundsException}
- \textbf{array length – field} \texttt{length}

\begin{verbatim}
int[] a = { 1, 2, 3 }; for (int i=0; i < a.length; i++) {
  ....
}
\end{verbatim}
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