1 Creating Cats

Given the Animal class, fill in the definition of the Cat class so that it makes a "Meow!" noise when greet() is called. Assume this noise is all caps for kittens (less than 2 years old).

```java
public class Animal {
    protected String name, noise;
    protected int age;

    public Animal(String name, int age) {
        this.name = name;
        this.age = age;
        this.noise = "Huh?";
    }

    public String makeNoise() {
        if (age < 2) {
            return noise.toUpperCase();
        }
        return noise;
    }

    public String greet() {
        return name + ": " + makeNoise();
    }
}

class Cat extends Animal {
    public Cat(String name, int age) {
        super(name, age);
        this.noise = "Meow!";
    }
}
```

Inheritance is powerful because it allows us to reuse code for related classes. With the Cat class here, we just have to re-write the constructor to get all the goodness of the Animal class.

A common question at this point may be, "Why is it necessary to call super(name, age); within the Cat constructor?" Great question! I’m glad you asked.

It turns out that a subclass’ constructor by default always calls the superconstructor. If we didn’t specify the call to the Animal superconstructor that takes in a String and a int, we’d get a compiler error. This is because the default superconstructor(super();) would have been called. Only problem is that the Animal class has no such zero-argument constructor!

By explicitly calling super(name, age); in the first line of the Cat constructor, we avoid calling the default superconstructor.
2 Impala-ments

a) We have two interfaces, BigBaller and ShotCaller. LilTroy, a concrete class, should implement BigBaller and ShotCaller. Fill out the blank lines below so that the code compiles correctly.

```java
interface BigBaller {
    void ball();
}

interface ShotCaller {
    void callShots();
}

public class LilTroy implements BigBaller, ShotCaller {
    public void ball() {
        System.out.println("Wanna be a, baller");
    }
    public void callShots() {
        System.out.println("Shot caller");
    }
    public void rap() {
        System.out.println("Say: Twenty inch blades on the Impala");
    }
}
```

b) We have a BallCourt where ballers should be able to come and play. However, the below code demonstrates an example of bad program design. Right now, only LilTroy instances can ball.

```java
public class BallCourt {
    public void play(LilTroy lilTroy) {
        lilTroy.ball();
    }
}
```

Fix the play method so that all the BigBaller can ball.

```java
public class BallCourt {
    public void play(BigBaller baller) {
        baller.ball();
    }
}
```

c) We discover that Rappers have some common behaviors, leading to the following class.

```java
class Rapper {
    public abstract String getLine();
    public final void rap() {
        System.out.println("Say: " + getLine());
    }
}
```

Will the above class compile? If not, why not? How can we fix it? This class will NOT compile. Rapper class has a method names getLine, which is declared abstract. It does not have any method implementation. Would it be possible to create an object from a class where a method
lacks the implementation? Definitely not! By adding the `abstract` keyword before the `class` keyword, the class will compile normally. The first line should look like `abstract class Rapper`.

d) Rewrite LilTroy so that LilTroy extends Rapper and displays exactly the same behavior as in part a) without overriding the `rap` method (in fact, you cannot override final methods).

```java
class LilTroy extends Rapper implements BigBaller, ShotCaller {
    @Override
    public void ball() {
        System.out.println("Wanna be a, baller");
    }

    @Override
    public void callShots() {
        System.out.println("Shot caller");
    }

    @Override
    public String getLine() {
        return "Twenty inch blades on the Impala";
    }
}
```

Note that most of the Rapper's implementation can be reused in all its subclasses, as long as they correctly implement `getline`. Rapper captures a reusable and common behavior (`rap`), while delegating some parts of implementations to its subclasses.

3 Raining Cats & Dogs

We now have the `Dog` class! (Assume that the `Cat` and `Dog` classes are both in the same file as the `Animal` class.)

```java
class Dog extends Animal {
    public Dog(String name, int age) {
        super(name, age);
        noise = "Woof!";
    }

    public void playFetch() {
        System.out.println("Fetch, " + name + ")
    }
}
```

Consider the following `main` function in the `Animal` class. Decide whether each line causes a compile time error, a runtime error, or no error. If a line works correctly, draw a box-and-pointer diagram and/or note what the line prints.

```java
public static void main(String[] args) {
    Cat nyan = new Animal("Nyan Cat", 5); // (A) compile time error
    Cat nyan = new Animal("Nyan Cat", 5);
    String nyan = "Nyan Cat";
}
```

The static type of `nyan` must be the same class or a superclass of the dynamic type. It doesn't make sense for the dynamic type to be the superclass of the static type.
Animal a = new Cat("Olivia Benson", 3);  \( \text{B) no error} \)
a = new Dog("Fido", 7); \( \text{C) no error} \)
System.out.println(a.greet()); \( \text{D) "Fido: Woof!"} \)
a.playFetch(); \( \text{E) compile time error} \)

The compiler attempts to find the method `playFetch` in the `Animal` class (a’s static type). Because it does not find it there, there is an error because the compiler does not check the `Dog` class (dynamic type) at compile time.

Dog d1 = a; \( \text{F) compile time error} \)

The compiler views the type of variable `a` to be `Animal` because that is its static type. It doesn’t make sense to assign an `Animal` to a `Dog` variable.

Dog d2 = (Dog) a; \( \text{G) no error} \)

The `(Dog) a` part is a cast. Casting tells the compiler to treat `a` as if it were a `Dog`. Casting changes the compiler’s perception of a variable’s dynamic type for the one line of the cast. After that line, a’s static type goes back to being `Animal`.

\[
\begin{align*}
\text{d2.playFetch();} & \quad \text{\textbf{(H) "Fetch, Fido!"}} \\
(Dog)\ a.\text{playFetch();} & \quad \text{\textbf{(I) compile time error}}
\end{align*}
\]

Parentheses are important when casting. Here, the cast happens after `a.playFetch()` is evaluated. The return type of `playFetch()` is `void`, and it makes no sense to cast something `void` to a `Dog`. This is simply invalid. Something that would work is: `(Dog) a).playFetch();`

Animal imposter = new Cat("Pedro", 12); \( \text{J) no error} \)
Dog fakeDog = (Dog) imposter; \( \text{K) runtime error} \)

The compiler sees that we’d like to treat `imposter` like a `Dog`. `imposter`’s static type is `Animal`, so it’s possible that its dynamic type is actually `Dog`. However, at runtime, when the cast actually happens, we see a `ClassCastException` because the dynamic type of `imposter` (Cat) is not compatible with `Dog`.

Cat failImposter = new Cat("Jimmy", 21); \( \text{L) no error} \)
Dog failDog = (Dog) failImposter; \( \text{M) compile time error} \)

The compiler sees that we’d like to treat `failImposter` like a `Dog`. However, unlike the example above, `failImposter`’s static type is `Cat`, so it’s impossible that its dynamic type is actually `Dog`. Thus, the compiler states that these are inconvertible (incompatible) types.
4 Bonus: An Exercise in Inheritance Misery

Cross out any lines that cause compile or runtime errors. What does the main program output after removing those lines?

class A {
    int x = 5;
    public void m1() {System.out.println("Am1-> " + x);} 
    public void m2() {System.out.println("Am2-> " + this.x);} 
    public void update() {x = 99;}
}
class B extends A {
    int x = 10;
    public void m2() {System.out.println("Bm2-> " + x);} 
    public void m3() {System.out.println("Bm3-> " + super.x);} 
    public void m4() {System.out.println("Bm4-> "); super.m2();}
}
class C extends B {
    int y = x + 1;
    public void m2() {System.out.println("Cm2-> " + super.x);} 
    /* public void m3() {System.out.println("Cm3-> " + super.super.x);} */
    super.super is invalid syntax. 
    public void m4() {System.out.println("Cm4-> " + y);} 
    /* public void m5() {System.out.println("Cm5-> " + super.y);} */

C’s superclass B, and B’s superclass A both don’t have the variable y.
}
class D {
    public static void main (String[] args) {
        A b0 = new B();
        System.out.println(b0.x); (A) 5
        b0.m1(); (B) Am1->5
        b0.m2(); (C) Bm2->10
        /\* b0.m3(); */ (D) compile time error because A does not have method m3
        B b1 = new B();
        b1.m3(); (E) Bm3->5
        b1.m4(); (F) Bm4->Am2->5

        A c0 = new C();
        c0.m1(); (G) Am1->5

        A a1 = (A) c0;
        C c2 = (C) a1;
        c2.m4(); (H) Cm4->11
        ((C) c0).m3(); (I) Bm3->5

        b0.update();
        b0.m1(); (J) Am1->99
    }
}