Today:

- New in this lecture: the bare mechanics of “object-oriented programming.”
- The general topic is: Writing software that operates on many kinds of data.
Overloading

Problem: How to get `System.out.print(x)` to print `x`, regardless of type of `x`?

- In Scheme or Python, one function can take an argument of any type, and then test the type (if needed).
- In Java, methods specify a single type of argument.
- Partial solution: overloading—multiple method definitions with the same name and different numbers or types of arguments.
- E.g., `System.out` has type `java.io.PrintStream`, which defines

```java
void println() Prints new line.
void println(String s) Prints S.
void println(boolean b) Prints "true" or "false"
void println(char c) Prints single character
void println(int i) Prints I in decimal
etc.
```

- Each of these is a different function. Compiler decides which to call on the basis of the arguments’ declared types.
Generic Data Structures

Problem: How to get a “list of anything” or “array of anything”?

• Again, no problem in Scheme or Python.

• But in Java, lists (such as IntList) and arrays have a single type of element.

• First, the short answer: any reference value can be cast as (converted to) type Object and back, so we can use Object as the “generic (reference) type.” Such reference casts don’t change the value of a pointer, but rather tell the compiler how to treat it:

```java
Object[] things = new Object[2];
things[0] = new IntList(3, null);
things[1] = "Stuff";
IntList thingsList = (IntList) things[0]; // A cast to IntList
// Both ((IntList) things[0]).head and thingsList.head == 3;
// and ((String) things[1]).startsWith("St") is true, BUT
// things[0].head     Illegal
// things[1].startsWith("St")  Illegal
```
And Primitive Values?

- Primitive values (ints, longs, bytes, shorts, floats, doubles, chars, and booleans) are not really convertible to `Object`.

- Presents a problem for “list of anything.”

- So Java introduced a set of reference types called **wrapper types**, one for each primitive type:

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>byte Byte</td>
<td>short Short</td>
<td>int Integer</td>
</tr>
<tr>
<td>long Long</td>
<td>char Character</td>
<td>boolean Boolean</td>
</tr>
<tr>
<td>float Float</td>
<td>double Double</td>
<td></td>
</tr>
</tbody>
</table>

- One can create new wrapper objects for any value (**boxing**):

  ```java
  Integer Three = new Integer(3);
  Object ThreeObj = Three;
  ```

  and vice-versa (**unboxing**):

  ```java
  int three = Three.intValue();
  ```
Autoboxing

Boxing and unboxing are automatic (in many cases):

```java
Integer Three = 3;
int three = Three;
int six = Three + 3;

Integer[] someInts = { 1, 2, 3 };  
for (int x : someInts) {
    System.out.println(x);
}

System.out.println(someInts[0]);  
    // Prints Integer 1, but NOT unboxed.
```
Dynamic vs. Static Types

• Every value has a type—its dynamic type.

• Every simple container (variable, component, parameter), every literal, function call, and operator expression (e.g. $x+y$) has a type—its static type.

• Therefore, every expression has a static type.

• The static type of an expression is known to the compiler.

• The specific dynamic type of the expression—the type of its value—is generally unknown to the compiler for reference types.

• But as we shall see, the compiler has some knowledge about the dynamic type of an expression because there is a relationship to the static type of the expression.
Examples of Static and Dynamic Types

```java
Object[] things = new Object[2];
things[0] = new IntList(3, null);
things[1] = "Stuff";
```
Type Hierarchies

- A container with (static) type T may contain a certain value only if that value “is a” T—that is, if the (dynamic) type of the value is a subtype of T. Likewise, a function with return type T may return only values that are subtypes of T.
  - All types are subtypes of themselves (& that’s all for primitive types)
  - Reference types form a type hierarchy; some are subtypes of others.
  - null’s type is a subtype of all reference types.
  - All reference types are subtypes of Object.
The Basic Static Type Rule

- Java is designed so that an expression of (static) type T always yields a value that “is a” T.

- Static types are “known to the compiler,” because you declare them, as in

```java
String x;     // Static type of field
int f(Objec t s) { // Static type of call to f, and of parameter
    int y;      // Static type of local variable
}
```

or they are pre-declared by the language (like 3).

- Compiler insists that in \( L = E \), or in the function call, \( f(E) \), where

```java
void f(SomeType L) { ... }
```

E's static type must be a subtype of L's static type for reference types.

- Similarly, there are static-type requirements for other operations: (1) E must have an array type in \( E[i] \); (2) in if \( (B) \ldots \), B must be boolean; or (3) in \( E.x \), E's static type must define a member named x; etc.
Primitive Types and Coercions

• Primitive types live outside the hierarchy of reference types.

• Although the values of type `short`, for example, are a subset of those of `int`, we don’t say that `short` is a subtype of `int`, because they don’t quite behave the same.

• However, values of type `short` can be coerced (converted) to a value of type `int`, using the same cast syntax as for reference types:

```java
short x = (short) 3002;
long y = 10000L;
int z = (int) y;
long q = 1000000000000L;
int r = (int) q;
System.out.println(r); // Prints -727379968 (?????)
```

• As the values of `r` shows, coercions of primitive types, unlike those of reference types, are computations that can change values.
Automatic Coercions, Promotions

• Certain coercions, such converting from `short` to `int`, are considered obvious and therefore intrusive.

• So the language silently coerces “smaller” integer types to larger ones, `float` to `double`, and integer types to `float` or `double`.

• These are called *promotions*.

• Finally, since the compiler can obviously tell what the value of an `int` literal is, it will convert integer literals to shorter integer types if the values fit:

```c
byte x = 127;
short y = -1024;
char z = 0x0398; // Θ
```
Consequences of Compiler’s “Sanity Checks”

- These are a **conservative** rules. The last line of the following, which you might think is perfectly sensible, is illegal:

```
int[] A = new int[2];
Object x = A;  // All references are Objects
A[i] = 0;     // Static type of A is array...
x[i+1] = 1;   // But not of x: ERROR
```

  Compiler figures that not every Object is an array.

- Q: Don’t we **know** that x contains array value!?
- A: Yes, but still must tell the compiler, like this:

  ```
  ((int[]) x)[i+1] = 1;
  ```

- Defn: Static type of cast (T) E is T.
- Q: What if x **isn’t** an array value, or is null?
- A: For that we have runtime errors—exceptions.
Overriding and Extension

• Notation so far is clumsy.

• Q: If I know Object variable x contains a String, why can’t I write, x.startsWith("this")?

• A: startsWith is only defined on Strings, not on all Objects, so the compiler isn’t sure it makes sense, unless you cast.

• But, if an operation were defined on all Objects, then you wouldn’t need clumsy casting.

• Example: .toString() is defined on all Objects. You can always say x.toString() if x has a reference type.

• The default .toString() function is not very useful; on an IntList, would produce string like "IntList@2f6684"

• But for any subtype of Object, you may override the default definition.
Overriding toString

• For example, if \( s \) is a String, \( s\.toString() \) is the identity function (fortunately).

• For any type you define, you may supply your own definition. For example, in IntList, could add

```java
@override  // Compiler checks that Object really has a toString.
public String toString() {
    StringBuffer b = new StringBuffer();
    b.append("[");
    for (IntList L = this; L != null; L = L.tail)
        b.append(" "+ L.head);
    b.append("]");
    return b.toString();
}
```

• If \( x = \text{new IntList}(3, \text{new IntList}(4, \text{null})) \), then \( x\.toString() \) is "[3 4]".

• Conveniently, various operations requiring Strings call .toString() for you, so for an IntList \( x \), you can write:

```
"Values: "+ x, System.out.println(x), or System.out.printf("%s",x);
```
Extending a Class

- To say that class $B$ is a direct subtype of class $A$ (or $A$ is a direct superclass of $B$), write

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

- By default, class ... extends java.lang.Object.

- The subtype *inherits* all fields and methods of its direct superclass (and passes them along to any of its subtypes).

- In class $B$, you may *override* an instance method (*not* a static method), by providing a new definition with same signature (name, return type, argument types).

  *Rule of Instance Method Calls:*

  If $f(\ldots)$ is an instance method, then the call $x.f(\ldots)$ calls whatever overriding of $f$ applies to the dynamic type of $x$, regardless of the static type of $x$. 
Illustration

class Worker {
    void work() {
        collectPay();
    }
}

class Prof extends Worker {
    // Inherits work()
}

class TA extends Worker {
    void work() {
        while (true) {
            doLab(); discuss(); officeHour();
        }
    }
}

Prof paul = new Prof();  // paul.work() ==> collectPay();
TA daniel = new TA();  // daniel.work() ==> doLab(); discuss(); ...
Worker wPaul = paul,  // wPaul.work() ==> collectPay();
wDaniel = daniel;  // wDaniel.work() ==> doLab(); discuss(); ...

Lesson: For instance methods (only), select method based on dynamic type. Simple to state, but we’ll see it has profound consequences.
What About Fields and Static Methods?

```java
class Parent {
    int x = 0;
    static int y = 1;
    static void f() {
        System.out.printf("Ahem!\n");
    }
    static int f(int x) {
        return x+1;
    }
}
class Child extends Parent {
    String x = "no";
    static String y = "way";
    static void f() {
        System.out.printf("I wanna!\n");
    }
}
```

<table>
<thead>
<tr>
<th>Child</th>
<th>tom = new Child();</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>tom.x ==&gt; no</td>
</tr>
<tr>
<td></td>
<td>pTom.x ==&gt; 0</td>
</tr>
<tr>
<td>Parent</td>
<td>pTom = tom;</td>
</tr>
<tr>
<td></td>
<td>tom.y ==&gt; way</td>
</tr>
<tr>
<td></td>
<td>pTom.y ==&gt; 1</td>
</tr>
<tr>
<td></td>
<td>tom.f() ==&gt; I wanna!</td>
</tr>
<tr>
<td></td>
<td>pTom.f() ==&gt; Ahem!</td>
</tr>
<tr>
<td></td>
<td>tom.f(1) ==&gt; 2</td>
</tr>
<tr>
<td></td>
<td>pTom.f(1) ==&gt; 2</td>
</tr>
</tbody>
</table>

**Lesson:** Fields *hide* inherited fields of same name; static methods *hide* methods of the same signature.

**Real Lesson:** Hiding causes confusion; so understand it, but don't do it!
What’s the Point?

• The mechanism described here allows us to define a kind of *generic* method.

• A superclass can define a set of operations (methods) that are common to many different classes.

• Subclasses can then provide different implementations of these common methods, each specialized in some way.

• All subclasses will have at least the methods listed by the superclass.

• So when we write methods that operate on the superclass, they will automatically work for all subclasses with no extra work.