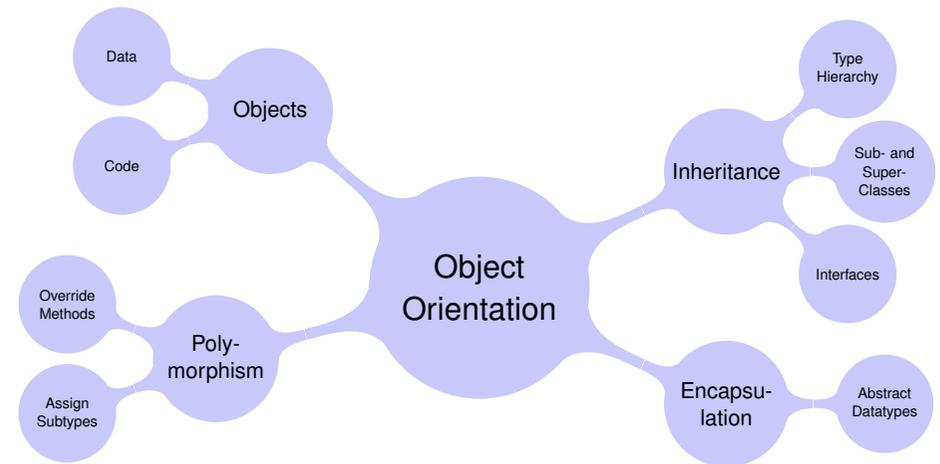


15. Java Object Orientation II

Polymorphism

Object Orientation: Different Aspects



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Polymorphism

- **Override Methods:** Inherited methods from a superclass can be overridden: Same signature, new code.
- **Variable Assignment:** Objects of a given type can be assigned to variables of any supertype.

Overriding Methods

Inherited methods of a supertype can get a new implementation. Same *signature*, new *code*.

We remember the method `alert()` for last time. This abstract method was defined in class `Wind` as follows

```
class Wind extends Measurement {
    int speed;
    ...
    boolean alarm(){ // implements abstract method alert()
        return this.speed > 80;
    }
}
```

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Overriding Methods

We define a new subclass `WindWithGusts`, that also tracks *gusts* in addition to windspeed and direction.

```
/*
 * Fancy windsensor data that also tracks gusts. Requires special hardware.
 */
class WindWithGusts extends Wind {
    int gusts;

    @Override
    boolean alarm(){ // replaces implementation of supertype
        return this.speed > 80 || this.gusts > 20;
    }
}
    ↑
    Inherited from Wind
```

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Access to Overriden Method: super Keyword

A subclass doesn't have to repeat the code that is being overridden.

⇒ Call of the overridden implementation using keyword `super`, *but only within the overriding implementation*

```
class WindWithGusts extends Wind {
    int gusts;

    @Override
    boolean alarm(){ // replaces implementation of supertype
        return super.alarm() || this.gusts > 20;
    }
}
    ↑
    Executes: this.speed > 80 ;
```

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Access to Constructors of Superclass

Setting: Creation of a measurement always requires a coordinate.
→ Constructor in class `Measurement`

```
class Measurement {
    Coordinate position;

    Measurement(float lat, float lon){
        this.position = new Coordinate(lat, lon);
    }
    ...
}
```

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Access to Constructors of Superclass

- Using keyword `super`, a constructor of a superclass can be called.
- The amount and types of the arguments determines *which* constructor will be called
- Calling `super(...)` *must* be the first instruction!

```
class Wind {
    ...
    Wind(float lat, float lon, int speed, int direction ){
        super(lat, lon);
        this.speed = speed;
        this.direction = direction;
    }
    ...
}
```

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Polymorphic References

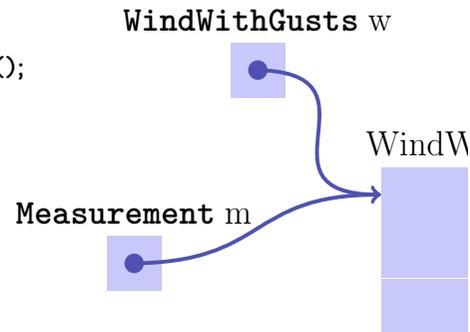
Variables of a declared type can reference objects of a subtype.

```
WindWithGusts w = new WindWithGusts();
```

```
Measurement m;
```

```
m = w; // polymorphic reference!
```

```
// But this doesn't compile: w = m;
```

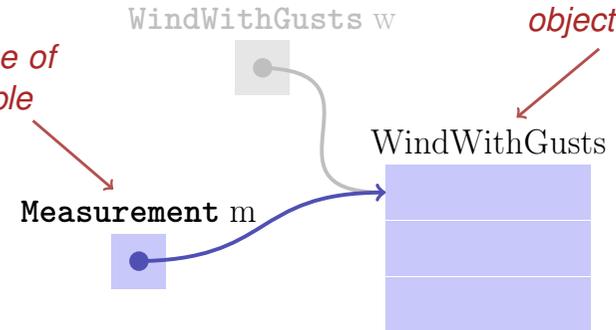


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Static vs. Dynamic Type

Static type of the variable

Dynamic type: type of the referenced object



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Dynamic Methodbinding

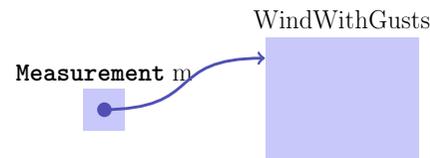
When calling a method, the implementation of the *dynamic type* is executed!

Call:

```
m.alarm();
```

⇒ Executed code from class `WindWithGusts`:

```
@Override
boolean alarm(){
    return super.alarm() || this.gusts > 20;
}
```



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Usages for dynamic binding

Given: A list of different kinds of measurements (*Temperatures, Wind, ...*)

Wanted: A list of measurements that cause an alarm.

```
void filterByAlarm(Measurement[] measurements){
    for (int i = 0; i < measurements.length; ++i){
        if (measurements[i].alarm()){ //dynamic method binding!
            measurements[i]=null; //remove from array
        }
    }
}
```

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