

OOP with Java

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OOP with Java

- 通知
 - Project 6: 6 月 1 日晚 9 点

- 复习

- 继承

- 代码重用
 - 向上转换 (upcasting) 和多态
 - 父类的引用可以指向子类的对象
 - 通过父类引用调用子类对象的方法

- 接口

- 代码重用
 - 向上转换 (upcasting) 和多态

问题：
如何向上转换到多个类型？

• 复习

- 抽象类

- 抽象类包含抽象方法，只有方法名，参数，返回值，没有方法的实现
- 抽象类不能实例化
- 若子类没有重写父类中的抽象方法，子类仍为抽象类

```
abstract class Instrument {  
    public abstract void play(int note) ;  
}
```

```
public class Wind extends Instrument {  
    public void play(int note) {  
        System.out.println("Wind.play()" + n);  
    }  
}
```

```
public class Stringed extends Instrument {  
    public void play(int note) {  
        System.out.println("Stringed.play()" + n);  
    }  
}
```

- 复习
 - 接口
 - “所有方法都是抽象方法”
 - 一个类可以实现多个接口

```
interface Instrument {  
    void play(int note);  
    String what();  
}
```

```
class Stringed implements Instrument {  
    public void play(int note) {  
        System.out.println("Stringed.play()" + n);  
    }  
    public String what() {return "Stringed";}  
}
```

```
interface CanFight {  
    void fight();  
}
```

```
interface CanSwim {  
    void swim();  
}
```

```
interface CanFly {  
    void fly();  
}
```

```
class ActionCharacter {  
    public void fight() {}  
}
```

```
class Hero extends ActionCharacter  
    Implements CanFight, CanSwim, CanFly{  
    public void fly() {}  
    public void swim() {}  
}
```

```
public class Adventure {  
    public static void t(CanFight x) { x.fight();}  
    public static void u(CanSwim x) { x.swim();}  
    public static void v(CanFly x) { x.fly();}  
    public static void w(ActionCharacter x) { x.fight();}  
    public static void main(String []args) {  
        Hero h = new Hero();  
        t(h); u(h); v(h); w(h);  
    }  
}
```

实现多个接口可以 upcast 到不同的类

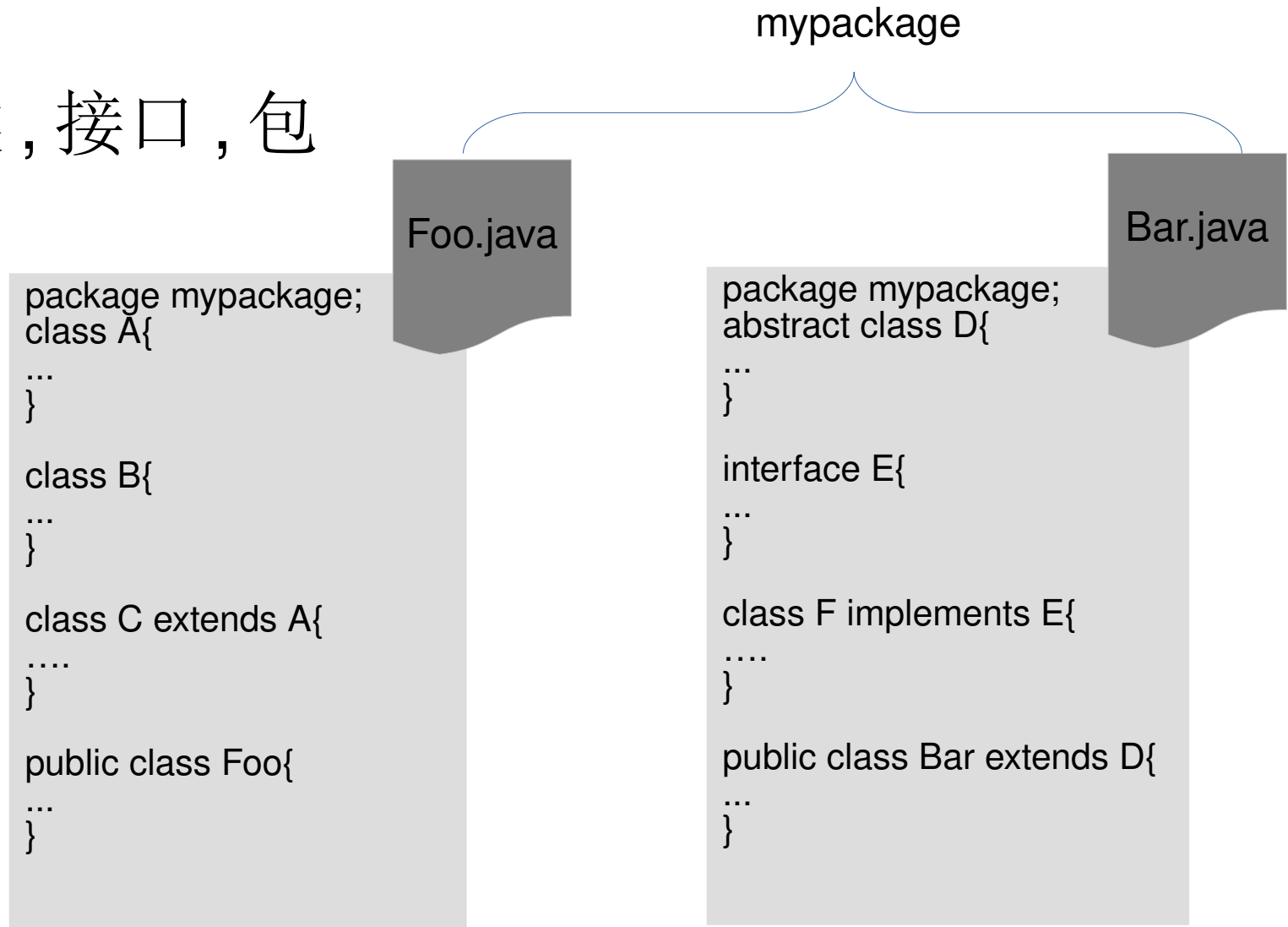
- 关于继承 / 抽象类 / 接口
 - 代码复用
 - **Upcasting**
 - 多态
 - 隔离方法的定义与实现

OOP with Java

- 内部类
 - 普通内部类
 - 匿名内部类
- 嵌套类
- 内部类的作用

内部类

- 复习：类，接口，包



内部类

- 内部类 (Inner class)
 - 定义在一个类的内部
 - 与组合不同

Inner class

```
class Outer{  
    ...  
    class Inner{  
        ...  
    }  
    ...  
}
```

Composition

```
class Outer{  
    ...  
    Inner in = new Inner();  
    ...  
}  
class Inner{  
    ....  
}
```

```
public class Parcel{
    class Contents{
        private int i = 11;
        public int value() {return i;}
    }
    class Destination{
        private String label;
        Destination(String r) {label = r;}
        String readLabel() { return label;}
    }

    public void ship(String dest){
        Contents c = new Contents();
        Destination d = new Destination(dest);
        System.out.println(d.readLabel());
    }

    public static void main(String []args){
        Parcel p = new Parcel();
        p.ship("Tasmania");
    }
}
```

- 内部类的作用
 - 帮助隐藏实现细节
 - 代码组织
 - ...

```

public class Parcel{
    class Contents{
        private int i = 11;
        public int value() {return i;}
    }
    class Destination{
        private String label;
        Destination(String r) {label = r;}
        String readLabel() { return label;}
    }
    public Destination to(String s){
        return new Destination(s);
    }
    public Contents contents(){
        return new Contents();
    }
    public void ship(String dest){
        Contents c = new Contents();
        Destination d = new Destination(dest);
        System.out.println(d.readLabel());
    }

    public static void main(String []args){
        Parcel p = new Parcel();
        Parcel.Destination d = p.to("Tasmania");
        Parcel.Contents c = p.contents();
    }
}

```

- 返回内部类的引用
- OutClassName.InnerClassName

内部类

- 内部类与外部类的关系
 - 内部类的对象隐含了一个引用，指向包含它的外部类对象
 - 内部类对象能够访问该外部对象的所有成员 / 方法
 - public, private, protected

Inner class

```
class Outer{  
    ...  
    class Inner{  
        ...  
    }  
    ...  
}
```

Composition

```
class Outer{  
    ...  
    Inner in = new Inner();  
    ...  
}  
class Inner{  
    ....  
}
```

```

public class Sequence{
    private Object[] items;
    private int next = 0;
    public Sequence (int size) {items = new Object[size];}
    public void add(Object x){
        if (next < items.length)
            items[next++] = x;
    }
}

```

```

private class SequenceSelector implements Selector{
    private int i = 0;
    public boolean end() {return i == items.length;}
    public Object current () {return items[i];}
    public void next() { if(i < items.length) i++; }
}

```

```

public Selector selector(){
    return new SequenceSelector(s);
}

```

```

public static void main(String []args){
    Sequence seq = new Sequence(10);
    for (int i = 0; i < 10; ++i)
        seq.add(Integer.toString(i));
}

```

```

Selector s = seq.selector();
while(!s.end()) {
    System.out.println(s.current() + " ");
    s.next();
}
}

```

```

interface Selector{
    boolean end();
    Object current();
    void next();
}

```

1. Sequence 类包含内部类 SequenceSelector
2. 内部类实现接口 Selector
3. 内部类能访问 Sequence 的 private 成员
4. 内部类为 private
5. 内部类的对象隐藏包含一个外部类对象的引用
- 由编译器自动完成

6. 复习 : upcasting: Object / selector()
7. 复习 : 还有哪些地方出现通过隐藏引用 ?

内部类

- 内部类和外部类的关系
 - 内部类的对象隐含了一个引用，指向包含它的外部类对象
 - 如何在内部类中访问外部类对象的引用？
 - `OuterClassName.this`
 - 如何创建内部类的对象
 - 在外部类的方法中：直接创建
 - 其他地方：`OuterClassObject.new`

内部类

- 如何在内部类中访问外部类对象的引用？
 - OuterClassName.this

```
public class Outer{  
    void f() { System.out.println("Outer.f()");}  
  
    class Inner{  
        public Outer g() {return Outer.this;}  
    }  
  
    public Inner inner() { return new Inner(); }  
  
    public static void main(String []args){  
        Outer o = new Outer();  
        Outer.Inner i = o.inner();  
        i.g().f();  
    }  
}
```


内部类

- 如何创建内部类的对象
 - 在外部类的方法中：直接创建

```
public class Outer{
    void f() { System.out.println("Outer.f()");}
    class Inner{
        public Outer g() {return Outer.this;}
    }
    public Inner inner() { return new Inner(); }

    public static void main(String []args){
        Outer o = new Outer();
        Outer.Inner i = o.inner();
        i.g().f();
    }
}
```

内部类

- 如何创建内部类的对象
 - 其他地方：`OuterClassObject.new`
 - 内部类的对象隐含了一个引用，指向包含它的外部类对象
 - 创建内部类对象前，需要有包含它的外部类对象

```
public class Outer{
    class Inner{ }

    public static void main(String []args){
        Outer o = new Outer();
        Outer.Inner i = o.new Inner();
    }
}
```

```

public class Parcel{
    class Contents{
        private int i = 11;
        public int value() {return i;}
    }
    class Destination{
        private String label;
        Destination(String r) {label = r;}
        String readLabel() { return label;}
    }
}

```

```

public class Parcel{
    class Contents{
        private int i = 11;
        public int value() {return i;}
    }
    class Destination{
        private String label;
        Destination(String r) {label = r;}
        String readLabel() { return label;}
    }
}

```

```

public Destination to(String s){
    return new Destination(s);
}
public Contents contents(){
    return new Contents();
}

```

```

public void ship(String dest){
    Contents c = new Contents();
    Destination d = new Destination(dest);
    System.out.println(d.readLabel());
}

```

```

public static void main(String []args){
    Parcel p = new Parcel();
    Parcel.Destination d = p.to("T");
    Parcel.Contents c = p.contents();
}
}

```

```

public void ship(String dest){
    Contents c = new Contents();
    Destination d = new Destination(dest);
    System.out.println(d.readLabel());
}

```

```

public static void main(String []args){
    Parcel p = new Parcel();
    Parcel.Destination d = p.new Destination("T");
    Parcel.Contents c = p.new Contents();
}
}

```

内部类

- 内部类通常实现某个接口 / 继承某个类
 - 帮助隐藏实现细节
 - `private inner class`

```

class Parcel{
    private class PContents implements Contents{
        private int i = 11;
        public int value() {return i;}
    }
    private class PDestination implements Destination{
        private String label;
        PDestination(String r) {label = r;}
        String readLabel() { return label;}
    }
    public Destination to(String s){
        return new PDestination(s);
    }
    public Contents contents(){
        return new PContents();
    }
    public void ship(String dest){
        Contents c = new Contents();
        Destination d = new Destination(dest);
        System.out.println(d.readLabel());
    }
}

public class ParcelTest{
    public static void main(String []args){
        Parcel p = new Parcel();
        // Destination d = p.new PDestination("T");
        // Contents c = p.new PContents();
        System.out.println(d.readLabel());
    }
}

```

```

public interface Destination{
    String readLabel();
}

public interface Contents{
    int value();
}

```

1. **private** 的内部类可以完全隐藏内部类
2. 外界仅知道接口，并不知道内部类的存在
 - 此时为内部类增添新的方法没有意义。

```

// Destination d = p.new PDestination("T");
// Contents c = p.new PContents();
// compile error:
// - private inner class can not be accessed

```

内部类

- 其他类型的内部类
 - 定义在方法中的内部类
 - 定义在任意作用域中的内部类

内部类

- 定义在方法中的内部类
 - 也称为 **local inner class**
 - 在方法之外，该类不可见

```
public class Parcel{
    public Destination to(String s) {
        class PDestination implements Destination {
            private String label;
            private PDestination(String r) {label = r;}
            public String readLabel() { return label;}
        }
        return new PDestination(s);
    }

    public static void main(String []args){
        Parcel p = new Parcel();
        Destination d = p.to("T");
    }
}
```

```
public interface Destination{
    String readLabel();
}
```

内部类

- 定义在任意作用域中的内部类
 - 在该作用域之外不可见

```
public class Parcel{
    public Destination to(String s) {
        if (s != null) {
            class PDestination implements Destination {
                private String label;
                private PDestination(String r) {label = r;}
                public String readLabel() { return label;}
            }
            return new PDestination(s);
        }
        return null;
    }

    public static void main(String []args){
        Parcel p = new Parcel();
        Destination d = p.to("T");
    }
}
```

```
public interface Destination{
    String readLabel();
}
```


内部类

- 总结
 - 定义在类的内部
 - 隐含指向一个指向外部类对象的引用
 - 作用：帮助隐藏细节

匿名类

- 匿名内部类 (匿名类)
 - 没有名字的内部类
 - 必须继承某个类，或实现某个接口
 - 更进一步的隐藏：类名

```
public class Parcel{  
  
    public Contents contents(){  
        return new Contents() {  
            // anonymous inner class definition  
            private int i = 11;  
            public int value() {return i;}  
        };  
    }  
  
    public static void main(String []args){  
        Parcel p = new Parcel();  
        Contents c = p.contents();  
    }  
}
```

```
public interface Contents{  
    int value();  
}
```

“创建一个实现 Contents 的匿名类”

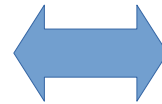
语法解释

1. “;” 为 return 语句的分号
2. 在 return 语句中定义匿名类
 - 实现 Contents 接口
 - 花括号内部
3. 创建一个该匿名类的对象
 - new Content () {}

匿名类

- 匿名类

```
public class Parcel{  
    public Contents contents(){  
        return new Contents() {  
            // anonymous inner class definition  
            private int i = 11;  
            public int value() {return i;}  
        };  
    }  
  
    public static void main(String []args){  
        Parcel p = new Parcel();  
        Contents c = p.contents();  
    }  
}
```



```
public class Parcel{  
    class PContents implements Contents{  
        private int i = 11;  
        public int value() {return i;}  
    }  
    public Contents contents(){  
        return new PContents();  
    }  
  
    public static void main(String []args){  
        Parcel p = new Parcel();  
        Contents c = p.contents();  
    }  
}
```

匿名类

- 匿名类
 - 没有名字
 - 没有构造函数
 - 同时定义和创建
 - 必须继承另一个类或者实现一个接口

匿名类

- 匿名类**必须**继承另一个类 / 实现一个接口
 - 父类构造函数带有参数？

```
public class Parcel{  
  
    public Wrapping wrapping(int x){  
        return new Wrapping(x) {  
            public int value() {  
                return super.value() * 47;  
            }  
        };  
    }  
  
    public static void main(String []args){  
        Parcel p = new Parcel();  
        Wrapping w = p.wrapping(10);  
    }  
}
```

```
public class Wrapping{  
    private int i;  
    public Wrapping(int i) { i=x; }  
    public int value() { return i; }  
}
```

匿名类

- 匿名类
 - 使用外部变量对匿名类数据成员初始化
 - 外部变量需要 **final**

```
public class Parcel{  
  
    public Contents contents(final int v){  
        return new Contents() {  
            private int i = v;  
            public int value() {return i;}  
        };  
    }  
  
    public static void main(String []args){  
        Parcel p = new Parcel();  
        Contents c = p.contents(13);  
    }  
}
```

```
public interface Contents{  
    int value();  
}
```

匿名类

- 匿名类没有构造函数
 - Instance initialization

```
public class Parcel{  
    public Contents contents(){  
        return new Contents() {  
            private int i;  
            { // instance initialization  
                System.out.println("Instance Initialization");  
                i = 11;  
            }  
            public int value() {return i;}  
        };  
    }  
    public static void main(String []args){  
        Parcel p = new Parcel();  
        Contents c = p.contents();  
    }  
}
```

```
public interface Contents{  
    int value();  
}
```

匿名类

- 应用：工厂模式
 - 更灵活的构造对象方式


```
interface Service {  
    void method1();  
    void method2();  
}
```

```
class Impl1 implements Service {  
    public void method1() {  
        System.out.println("Impl1.method1");  
    }  
    public void method2() {  
        System.out.println("Impl1.method2");  
    }  
}
```

```
class Impl2 implements Service {  
    public void method1() {  
        System.out.println("Impl2.method1");  
    }  
    public void method2() {  
        System.out.println("Impl2.method2");  
    }  
}
```

```
public class TestService {  
    public static void consume(Service s) {  
        s.method1();  
        s.method2();  
    }  
    public static void main(String []args){  
        Service s1 = new Impl1();  
        Service s2 = new Impl2();  
        consume(s1);  
        consume(s2);  
    }  
}
```

当构造对象 / 初始化比较繁琐时，
可以增加一层包装

```
interface Service {  
    void method1();  
    void method2();  
}
```

```
class Impl1 implements Service {  
    public void method1() {  
        System.out.println("Impl1.method1");  
    }  
    public void method2() {  
        System.out.println("Impl1.method2");  
    }  
}
```

```
class Impl2 implements Service {  
    public void method1() {  
        System.out.println("Impl2.method1");  
    }  
    public void method2() {  
        System.out.println("Impl2.method2");  
    }  
}
```

```
interface ServiceFactory {  
    Service getService();  
}
```

```
class Impl1Factory implements ServiceFactory {  
    public Service getService() {  
        return new Impl1();  
    }  
}
```

```
class Impl2Factory implements ServiceFactory {  
    public Service getService() {  
        return new Impl2();  
    }  
}
```

```
public class TestService {  
    public static void consume(ServiceFactory sf) {  
        Service s = sf.getService();  
        s.method1(); s.method2();  
    }  
    public static void main(String []args){  
        ServiceFactory sf1 = new Impl1Factory();  
        ServiceFactory sf2 = new Impl2Factory();  
        consume(sf1);  
        consume(sf2);  
    }  
}
```

```
interface Service {  
    void method1();  
    void method2();  
}
```

```
class Impl1 implements Service {  
    public void method1() {  
        System.out.println("Impl1.method1");  
    }  
    public void method2() {  
        System.out.println("Impl1.method2");  
    }  
}
```

```
class Impl2 implements Service {  
    public void method1() {  
        System.out.println("Impl2.method1");  
    }  
    public void method2() {  
        System.out.println("Impl2.method2");  
    }  
}
```

```
interface ServiceFactory {  
    Service getService();  
}
```

```
public static ServiceFactory factory =  
    new ServiceFactory() {  
        public getService() {  
            return new Impl1();  
        }  
    };
```

```
public static ServiceFactory factory =  
    new ServiceFactory() {  
        public getService() {  
            return new Impl2();  
        }  
    };
```

```
public class TestService {  
    public static void consume(ServiceFactory sf) {  
        Service s = sf.getService();  
        s.method1(); s.method2();  
    }  
    public static void main(String []args){  
        consume(Impl1.factory);  
        consume(Impl2.factory);  
    }  
}
```

匿名类

- 总结
 - 没有名字
 - 没有构造函数
 - 同时定义和创建
 - 必须继承另一个类或者实现一个接口

嵌套类

- 内部类
 - 内部类的对象隐含了一个引用，指向包含它的外部类对象
- 静态的内部类
 - 不需要外部类的对象即可创建
 - 也称为嵌套类 (nested class)

嵌套类

- 嵌套类
 - 不包含指向外部类对象的引用
 - 无法访问外部类的非静态成员

```

public class Parcel{
    private static class PContents implements Contents{
        private int i = 11;
        public int value() {return i;}
    }
    private static class PDestination implements Destination{
        private String label;
        Destination(String r) {label = r;}
        String readLabel() { return label;}
    }
    public static Destination to(String s){
        return new PDestination(s);
    }
    public static Contents contents(){
        return new PContents();
    }

    public static void main(String []args){
        Parcel p = new Parcel();
        Destination d = p.to("T");
        Contents c = p.contents();

        Destination d1 = to("T"); // without an object of Parcel
        Contents c1 = contents(); // without an object of Parcel
    }
}

```

```

public interface Destination{
    String readLabel();
}

public interface Contents{
    int value();
}

```

嵌套类

- 接口中的内部类
 - 接口：
 - 通常只有方法的说明，不含实现
 - 所有成员默认为 `public static`
 - **接口中的内部类**
 - 默认是静态内部类 (即，嵌套类)
 - 接口中的内部类
 - 让接口重拾 "重用" 的功能

嵌套类

```
public interface ClassInInterface {  
    void f();  
    class Test implements ClassInInterface{  
        public void f() {  
            System.out.println("hello");  
        }  
        public static void main(String []args){  
            new Test().f();  
        }  
    }  
}
```

嵌套类

- 总结
 - 静态的内部类
 - 不包含指向外部类对象的引用
 - 接口中的内部类是嵌套类

内部类的作用

- 内部类的用途
 - 内部类通常继承一个类或者实现一个接口

```

public class Parcel{
    private class PContents implements Contents{
        private int i = 11;
        public int value() {return i;}
    }
    private class PDestination implements Destination{
        private String label;
        Destination(String r) {label = r;}
        String readLabel() { return label;}
    }
    public Destination to(String s){
        return new PDestination(s);
    }
    public Contents contents(){
        return new PContents();
    }
    public void ship(String dest){
        Contents c = new Contents();
        Destination d = new Destination(dest);
        System.out.println(d.readLabel());
    }

    public static void main(String []args){
        Parcel p = new Parcel();
        Destination d = p.to("T");
        Contents c = p.contents();
    }
}

```

```

public interface Destination{
    String readLabel();
}

public interface Contents{
    int value();
}

```

问题：
为何不在原始类上直接实现该接口？

回答：

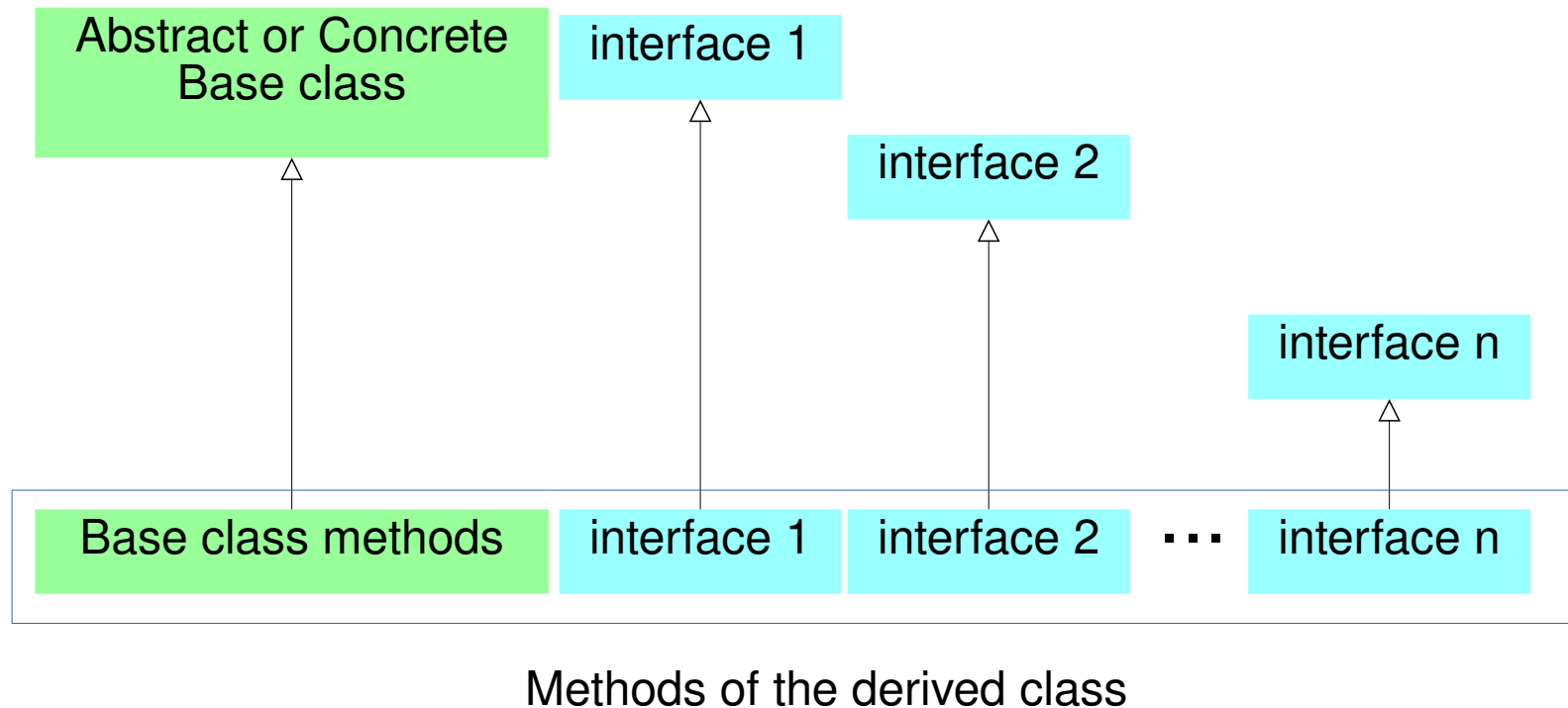
1. 如果可以，那么就做！
2. 有时不行
 - 外部类已经确定，无法修改
 - 内部类可以灵活的继承 / 实现其他接口

内部类的作用

- 为什么引入内部类
 - 重新考虑多继承

内部类的作用

- 多继承
 - 复习
 - 父类只能有一个普通类 / 抽象类



内部类的作用

- 多继承
 - 可以通过多个内部类继承多个类 / 抽象类 / 接口

```
public interface A {}  
public interface B {}  
class X implements A, B {}  
  
class Y implements A {  
    B makeB() {  
        return new B();  
    }  
}
```

```
interface A { }
interface B { }
class X implements A, B { }
```

```
class Y implements A{
    B makeB() {
        return new B(){};
    }
}

public class Test{
    static void takeA(A a) {}
    static void takeB(B b) {}
    public static void main(String []args){
        X x = new X();
        Y y = new Y();
        takeA(x); takeB(x);
        takeA(y); takeB(b.makeB());
    }
}
```

```
class A { }
abstract class B { }
// class X implements A, B { }
// won't compile
```

```
class Y extends A{
    B makeB() {
        return new B(){};
    }
}

public class Test{
    static void takeA(A a) {}
    static void takeB(B b) {}
    public static void main(String []args){
        Y y = new Y();
        takeA(y); takeB(b.makeB());
    }
}
```


内部类的作用

- 在类中使用内部类
 - 同一个内部类可以有多个实例，每个实例有不同的状态
 - 对同一接口，可以有不同的内部类实现
 - 创建内部类对象可以按需创建
 - 不必遵从 **is-a** 关系

内部类的作用

- 应用：事件驱动系统 (event-driven system)
 - 控制一组事件
 - 每个事件有准备时间，当准备妥当，状态转为 ready
 - 每个事件有方法 `action()`，表示事件的内容

```

public abstract class Event {
    private long eventTime;
    protected final long delayTime;
    public Event(long dt) {
        delayTime = dt;
        start();
    }
    public void start(){
        eventTime = System.nanoTime() + delayTime;
    }
    public boolean ready(){
        return System.nanoTime() >= eventTime
    }
    public abstract void action();
}

```

```

public class Controller {
    private List<Event> eventList = new ArrayList<Event>();
    public void addEvent(Event c) { eventList.add(c); }
    public void run() {
        while (eventList.size()>0)
            for (Event e: eventList) {
                if (e.ready()){
                    System.out.println(e);
                    e.action();
                    eventList.remove(e);
                }
            }
    }
}

```

```
public class GreenhouseControls extends Controller {
    private boolean light = false;
    public LightOn extends Event {
        public LightOn(long dt) { super(dt); }
        public void action() { light = true;}
        public toString() {System.out.println("Light on");}
    }

    public LightOff extends Event {
        public LightOff(long dt) { super(dt); }
        public void action() { light = false;}
        public toString() {System.out.println("Light off");}
    }

    private boolean water = false
    public WaterOn extends Event {
        public LightOn(long dt) { super(dt); }
        public void action() { water = true;}
        public toString() {System.out.println("Water on");}
    }
    public WaterOff extends Event {
        public LightOff(long dt) { super(dt); }
        public void action() { water = false;}
        public toString() {System.out.println("Water off");}
    }
}
```

```
public class Greenhouses {
    public static void main(String[] args){
        GreenhouseControls gc = new GreenhouseControls();
        gc.add(gc.new LightOn(200));
        gc.add(gc.new WaterOn(400));
        gc.add(gc.new WaterOff(600));
        gc.add(gc.new LightOff(800));
        gc.run();
    }
}
```

内部类的作用

- 总结
 - 可以通过多个内部类继承多个类 / 抽象类 / 接口