

Abstract Classes and Interfaces

Hsuan-Tien Lin

Department of CSIE, NTU

OOP Class, May 12, 2009

Who Is She?





- Professor, MIT
- 2004 IEEE John von Neumann Medal (who is von Neumann?)
- 2008 ACM A. M. Turing Award (who is Turing and what is Turing Award?)

For contributions to practical and theoretical foundations of programming language and system design, especially related to data abstraction, fault tolerance, and distributed computing.

- The CLU language

```
complex_number = cluster is add, subtract, multiply, ...
  rep = record [ real_part: real, imag_part: real ]
  add = proc ... end add;
  subtract = proc ... end subtract;
  multiply = proc ... end multiply;
  ...
end complex_number;
```

```
1  class complex_number{
2    double real_part; double imag_part;
3    ... add(...){ ... }
4    ... subtract(...){ ... }
5    ... multiply(...){ ... }
6  }
```

a pioneering OOP language

is square a rectangle?

Y T
special case
definition

- The Liskov substitution principle

Let $q(x)$ be a property provable about objects x of type T . Then $q(y)$ should be true for objects y of type S where S is a subtype of T .

Java: S extends T means
(y of type S) **is an** (object of type T) [but more subtle than that]

Inheritance in a Nutshell

- motivation: use subtyping to save repeated efforts in code writing and (to accelerate future code writing)
- top-down view: from general classes to specialized ones
- bottom-up view: gather similar code pieces to a higher level
- axiom: LSP
- (important) details: what gets inherited? which part gets accessed (called)?

Polymorphism in a Nutshell

- motivation: use parent type as an entry point for accessing (possibly future) subtypes
- object have their own characteristics (behavior, action) based on their run-time type, not their compile-time type
- mechanism: method overriding
- (important) details: what gets called?