

# Building Java Programs

Chapter 9  
Lecture 9-2: Polymorphism

**reading: 9.2**

## Polymorphism

- **polymorphism**: Ability for the same code to be used with different types of objects and behave differently with each.
  - `System.out.println` can print any type of object.
    - Each one displays in its own way on the console.
  - `CritterMain` can interact with any type of critter.
    - Each one moves, fights, etc. in its own way.

# Coding with polymorphism

- A variable of type  $T$  can hold an object of any subclass of  $T$ .

```
Employee ed = new Lawyer();
```

- You can call any methods from the `Employee` class on `ed`.
- When a method is called on `ed`, it behaves as a `Lawyer`.

```
System.out.println(ed.getSalary()); // 50000.0  
System.out.println(ed.getVacationForm()); // pink
```

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# Polymorphism and parameters

- You can pass any subtype of a parameter's type.

```
public class EmployeeMain {  
    public static void main(String[] args) {  
        Lawyer lisa = new Lawyer();  
        Secretary steve = new Secretary();  
        printInfo(lisa);  
        printInfo(steve);  
    }  
  
    public static void printInfo(Employee empl) {  
        System.out.println("salary: " + empl.getSalary());  
        System.out.println("v.days: " + empl.getVacationDays());  
        System.out.println("v.form: " + empl.getVacationForm());  
        System.out.println();  
    }  
}
```

OUTPUT:

```
salary: 50000.0      salary: 50000.0  
v.days: 15          v.days: 10  
v.form: pink        v.form: yellow
```

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# Polymorphism and arrays

- Arrays of superclass types can store any subtype as elements.

```
public class EmployeeMain2 {
    public static void main(String[] args) {
        Employee[] e = { new Lawyer(), new Secretary(),
                        new Marketer(), new LegalSecretary() };

        for (int i = 0; i < e.length; i++) {
            System.out.println("salary: " + e[i].getSalary());
            System.out.println("v.days: " + e[i].getVacationDays());
            System.out.println();
        }
    }
}
```

## Output:

```
salary: 50000.0
v.days: 15
salary: 50000.0
v.days: 10
salary: 60000.0
v.days: 10
salary: 55000.0
v.days: 10
```

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# A polymorphism problem

- Suppose that the following four classes have been declared:

```
public class Foo {
    public void method1() {
        System.out.println("foo 1");
    }

    public void method2() {
        System.out.println("foo 2");
    }

    public String toString() {
        return "foo";
    }
}

public class Bar extends Foo {
    public void method2() {
        System.out.println("bar 2");
    }
}
```

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## A polymorphism problem

```
public class Baz extends Foo {
    public void method1() {
        System.out.println("baz 1");
    }
    public String toString() {
        return "baz";
    }
}
public class Mumble extends Baz {
    public void method2() {
        System.out.println("mumble 2");
    }
}
```

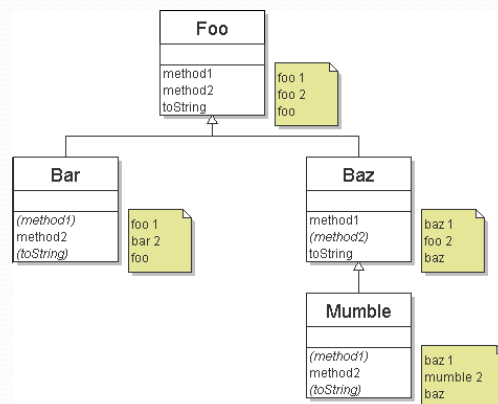
- What would be the output of the following client code?

```
Foo[] pity = {new Baz(), new Bar(), new Mumble(), new Foo()};
for (int i = 0; i < pity.length; i++) {
    System.out.println(pity[i]);
    pity[i].method1();
    pity[i].method2();
    System.out.println();
}
```

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## Diagramming the classes

- Add classes from top (superclass) to bottom (subclass).
- Include all inherited methods.



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## Finding output with tables

<b>method</b>	<b>Foo</b>	<b>Bar</b>	<b>Baz</b>	<b>Mumble</b>
method1	foo 1	<i>foo 1</i>	baz 1	<i>baz 1</i>
method2	foo 2	bar 2	<i>foo 2</i>	mumble 2
toString	foo	<i>foo</i>	baz	<i>baz</i>

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## Polymorphism answer

```
Foo[] pity = {new Baz(), new Bar(), new Mumble(), new Foo()};
for (int i = 0; i < pity.length; i++) {
    System.out.println(pity[i]);
    pity[i].method1();
    pity[i].method2();
    System.out.println();
}
```

- **Output:**

```
baz
baz 1
foo 2

foo
foo 1
bar 2

baz
baz 1
mumble 2

foo
foo 1
foo 2
```

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## Another problem

- The order of the classes is jumbled up.
- The methods sometimes call other methods (tricky!).

```
public class Lamb extends Ham {
    public void b() {
        System.out.print("Lamb b ");
    }
}
public class Ham {
    public void a() {
        System.out.print("Ham a ");
        b();
    }
    public void b() {
        System.out.print("Ham b ");
    }
    public String toString() {
        return "Ham";
    }
}
```

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## Another problem 2

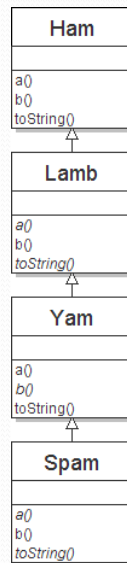
```
public class Spam extends Yam {
    public void b() {
        System.out.print("Spam b ");
    }
}
public class Yam extends Lamb {
    public void a() {
        System.out.print("Yam a ");
        super.a();
    }
    public String toString() {
        return "Yam";
    }
}
```

- What would be the output of the following client code?

```
Ham[] food = {new Lamb(), new Ham(), new Spam(), new Yam()};
for (int i = 0; i < food.length; i++) {
    System.out.println(food[i]);
    food[i].a();
    System.out.println(); // to end the line of output
    food[i].b();
    System.out.println(); // to end the line of output
    System.out.println();
}
```

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## Class diagram



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## Polymorphism at work

- Lamb inherits Ham's a. a calls b. But Lamb overrides b...

```
public class Ham {
    public void a() {
        System.out.print("Ham a ");
        b();
    }
    public void b() {
        System.out.print("Ham b ");
    }
    public String toString() {
        return "Ham";
    }
}

public class Lamb extends Ham {
    public void b() {
        System.out.print("Lamb b ");
    }
}
```

- Lamb's output from a:  
Ham a    **Lamb b**

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## The table

method	Ham	Lamb	Yam	Spam
a	Ham a <b>b()</b>	<i>Ham a</i> <b>b()</b>	Yam a Ham a <b>b()</b>	<i>Yam a</i> <i>Ham a</i> <b>b()</b>
b	Ham b	Lamb b	Lamb b	Spam b
toString	Ham	<i>Ham</i>	Yam	<i>Yam</i>

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## The answer

```
Ham[] food = {new Lamb(), new Ham(), new Spam(), new Yam()};
for (int i = 0; i < food.length; i++) {
    System.out.println(food[i]);
    food[i].a();
    food[i].b();
    System.out.println();
}
```

- **Output:**

```
Ham
Ham a   Lamb b
Lamb b

Ham
Ham a   Ham b
Ham b

Yam
Yam a   Ham a   Spam b
Spam b

Yam
Yam a   Ham a   Lamb b
Lamb b
```

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