

Inheritance

A class that inherits is known as a *subclass*, *derived class*, or *child class*. Its parent is known as a *superclass*, *base class*, or *parent class*.

- Subclasses inherit via the extends keyword
- All classes implicitly inherit from java.lang.Object

Overriding and Hiding Methods

Instance methods

- If method has same signature as one in its superclass, it is said to override. Mark with @Override annotation.
- Same modifiers, return type, name, and sequence of parameter types as the overridden parent method.
- Dynamic dispatch: The type of the object (not the variable referring to it) determines which method is called.

Class methods

- If it has same signature, it hides the superclass method.
- The class with respect to which the call is made determines the method.

Polymorphism: "Many-forms"

A reference variable may refer to an instance that has a more specific type than the variable.

The method that is called depends on the type of the instance, not the type of the reference variable.

This overriding of methods is a form of **runtime polymorphism** (actual underlying type will dynamically determine the behaviour). Interfaces also provide a form of runtime polymorphism.

Method overloading (same name, different type signatures) and operator overloading (e.g., +) are a form of **compile-time polymorphism**.

The Object superclass

All Java classes ultimately inherit from **one** root class: java.lang.Object. Some of its methods are:

- clone() returns (shallow) copy of object
 - Note: cloning is not automatically supported by all classes.
- equals(Object other) establishes semantic equivalence
- finalize() called by GC before reclaiming
- getClass() returns runtime class of the object
- hashCode() returns a hash code for the object
- toString() returns string representation of object

The super keyword

You can access overridden (or hidden) **members** of a superclass by using the super keyword to explicitly refer to the superclass.

You can call superclass constructors by using super() passing arguments as necessary.

Type Casting

A reference to an object of a given class can be explicitly converted to a reference to a subclass: this is called (dynamically) "type casting".

Because it is not guaranteed that the object is of the subclass, explicit casting can always result in a ClassCastException, which must be caught.

```
Try {
   SubClass y = (SubClass)x;
catch (ClassCastException e) {
   // statements to execute if x is not of class SubClass
}
```

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