Inheritance Variations

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In This Tutorial

• Code Reusability
• Mixins
• Traits
• Interfaces
Code Reusability

• The *DRY* Principle:

  **Don’t Repeat Yourself**

  enforces us to define abstraction levels and use them to prevent code duplication.

• Abstract Building blocks: *functions, classes*
• Abstract extension: Inheritance
• We now present different ways to make an extension abstraction
• **Upward** – “The standard way”, *Inheritance*.

• **Downward** – Adding capabilities to existing types, *Mixins*.

• **Sideward** – Dividing extension between several subparts, *Traits*. 
A **mixin** is a class designed to provide functionality for another class.

```cpp
template <typename T>
class LoggingClass : public T {
public:
    void execute(){
        cout << "LOG: starting task " << endl;
        T::execute();
        cout << "LOG: finishing task " << endl;
    }
};
LoggingClass<MyClass1> m1;
MyClass2 m2 = *new LoggingClass<MyClass2>();
m1.execute();
static_cast<LoggingClass<MyClass2>*>(m2).execute();
```

As long as a class supports an “execute” method, LoggingClass can be used to add logging capabilities to the execution.
Mixins can be used to add any mixture of functionalities to a class:

```cpp
template <typename T>
class Flying: public T {
    public:
    void fly() { //do something }
};

template <typename T>
class Swimming: public T {
    public:
    void swim() { //do something }
};

template <typename T>
class Walking: public T {
    public:
    void walk() { //do something }
};

class Animal {
    ...
};

Swimming<Animal> fish;
Swimming<Walking<Animal>> penguin;
Swimming<Walking<Flying<Animal>>> duck;
Walking<Flying<Animal>> butterfly;
```
Traits: Flattening over Linearization

- Trait: A composable unit of behaviour
- Serves as a type
- No fields
- Provides some methods (with behaviour)
- Requires other methods (abstract)
- **Can access each other’s methods**
- When composing traits, if a method has more than one implementation it becomes abstract
A research version of Java

```java
trait T1 {
    abstract void add(int v);
    void inc() { add(1); }
}

trait T2 {
    abstract int getValue();
    abstract void setValue(int v);
    void add(int v) { setValue(getValue() + v); }
}

class Int uses T1, T2 {
    int n;
    int getValue() { return n; }
    void setValue(int v) { n = v; }
}
T1 t1 = new Int(); // A trait is also type
```
The Price of Interfaces

- Interfaces are an important abstraction mechanism
- Interfaces avoid semantic problems typical to multiple inheritance
  - Until you get default methods...
- Implementing language support is not easier
  - Every JVM does it differently
  - Heavy use of JIT optimizations to mitigate lookups
- **DO NOT AVOID THE USE OF INTERFACES FOR PERFORMANCE REASONS!**
  - Unless you can prove that this really is the bottleneck
Software Design - 236700

• The natural sequence of OOP
• As we have taught you the mechanisms and the idea behind the implementations and the “Spirit of the languages”

• In *Software Design* you’ll learn how to use them in your code rightfully.

• Furthermore, you’ll learn on how to write code **THE RIGHT WAY**
  – How to test it, and make it reusable and steady.

• Cool stuff like design patterns and the best practices of Java.
The Exam

- 3 Hours

- 5 Questions
  - One from previous semesters (7 years back, only solved exams from the Web Course)
  - One HW-based question

- Material: Lectures, Tutorials and HW
- No auxiliary material