### Inheritance



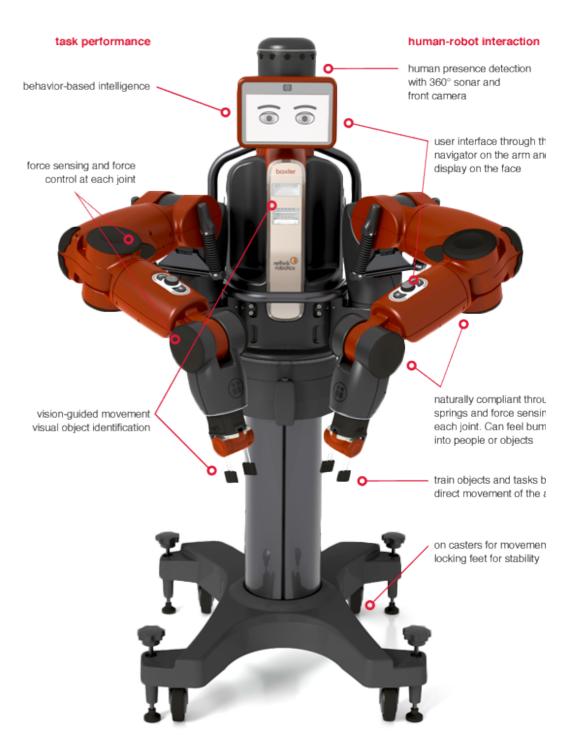
### A problem with interfaces



**TurtleBot** 



PR2



Baxter

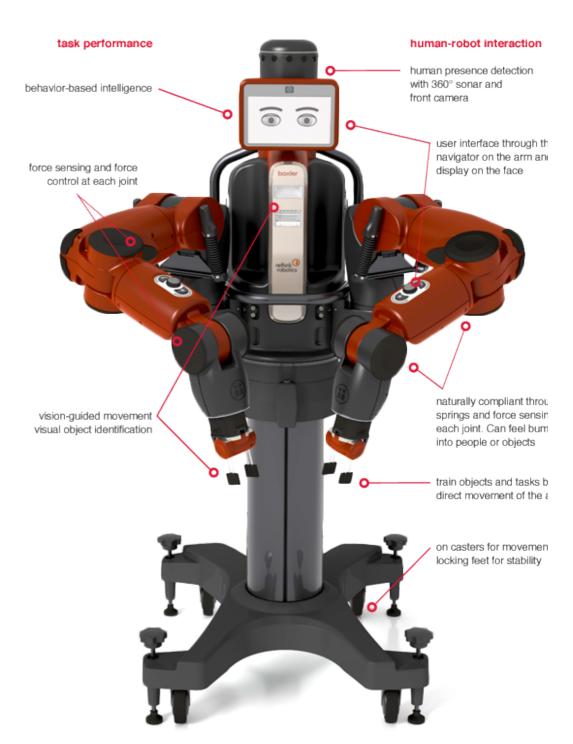
### A problem with interfaces



**TurtleBot** 



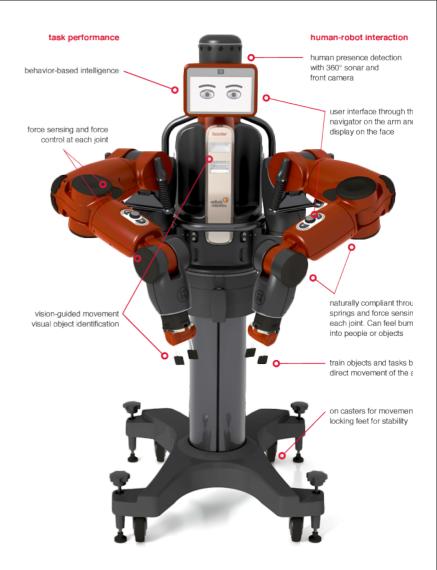
PR2



Baxter

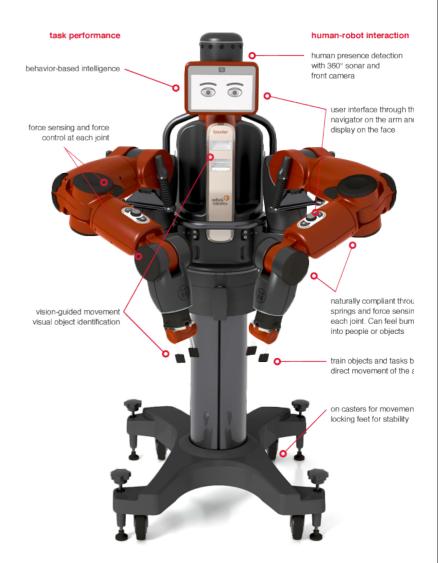
http://goo.gl/pNaVn

```
public class Robot {
   private String myName;
   public Robot(String name) {
      myName = name;
   }
   public String getName() {
      return myName;
   }
}
```





```
public class Robot {
  private String myName;
  public Robot(String name) {
     myName = name;
  public String getName() {
     return myName;
public class TwoArmedRobot extends Robot {
  public TwoArmedRobot(String name) {
     super(name);
  public void raiseArms() {
     // ...arm control code.
```





```
public class TwoArmedRobot extends Robot {
  public TwoArmedRobot(String name) {
     super(name);
  }

  public void raiseArms() {
     // ...arm control code.
  }
}
```

```
human presence detection
                                                                                with 360° sonar and
                                                                               front camera
                                                                                     navigator on the arm and
vision-guided movement
                                                                                     springs and force sensing
                                                                                     each joint. Can feel burn
                                                                                     into people or objects
                                                                                     train objects and tasks b
                                                                                     direct movement of the a
```

```
Robot r = new Robot("R2D2");
System.out.println("r is named " + r.getName());
r.raiseArms(); // DOES NOT WORK
TwoArmedRobot pr2 = new TwoArmedRobot("pr2");
System.out.println("pr2 is named " + pr2.getName());
pr2.raiseArms();
```



```
public class A {
  // Code.
public class B extends A {
  // Code.
public class C extends B {
  // Code!
```

```
C c = new C();
c.doSomethingCool();
```

```
Check if class C has the method (or instance variable).

If not, check if class B has it.

If not, check if class A has it.

If not, check if Object has it.
```

Dispatch

```
Dispatch
```

```
public class A {
  public int x;
  public void doSomethingOk() {
    // Code!
public class B extends A {
  public void doSomethingCool() {
                                                        Capital letter "Oh"
    // Code!
                                 http://goo.gl/fOVXq
public class C extends B {
  public void doSomethingAwesome() {
    // Code!
```

Check if I have the method or variable. Then (recursively) check my superclass.

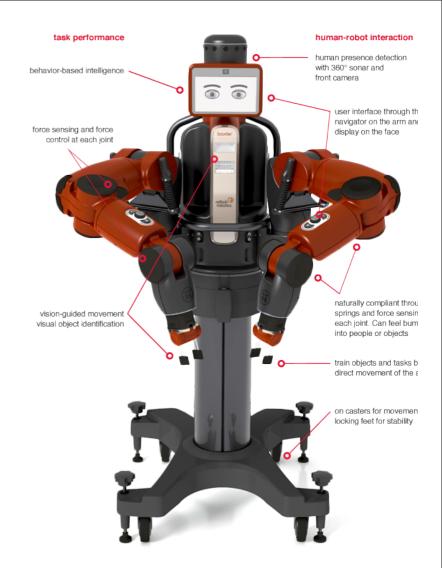
### Overloading

```
public class D {
   public void doSomething() {
      System.out.println("D");
   }
}
```

```
public class E extends D{
   public void doSomething() {
     System.out.println("E");
   }
}
```

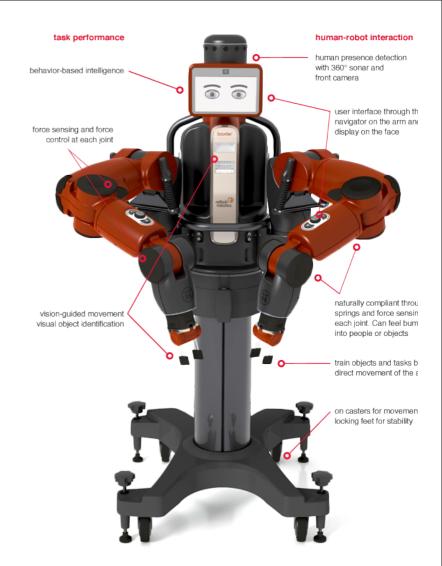
Check if I have the method or variable. Then (recursively) check my superclass.

```
public class Robot {
   private String myName;
   public Robot(String name) {
      myName = name;
   public String getName() {
      return myName;
public class TwoArmedRobot extends Robot {
   public TwoArmedRobot(String name) {
       super(name);
   public void raiseArms() {
      // ...arm control code.
```





```
public abstract class Robot {
   private String myName;
   public Robot(String name) {
      myName = name;
   public String getName() {
      return myName;
   public abstract void eStop();
public class TwoArmedRobot extends Robot {
   public TwoArmedRobot(String name) {
       super(name);
   public void raiseArms() {
      // ...arm control code.
   }
   public void eStop() {
      // STOP.
```





Abstract methods work like interfaces.

### When do I use...

Interfaces are very common:

"These classes can all do the same stuff."

Data inheritance is pretty common:

"These classes need some of the same instance variables."

Code inheritance is less common:

"These classes share part of an implementation."

You can implement multiple interfaces; you can only extend one class.

To look into, if you're curious: the "protected" and "final" keywords.

### Boggle!











...and others.



...and others.

### Automatic Boggle

You may assume a set dictionary of words.



We want an algorithm for finding every word on the board.



Is 'e' a prefix?



Is 'e' a prefix?

Is 'ey' a prefix?



Is 'e' a prefix?

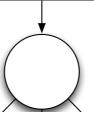
Is 'ey' a prefix?

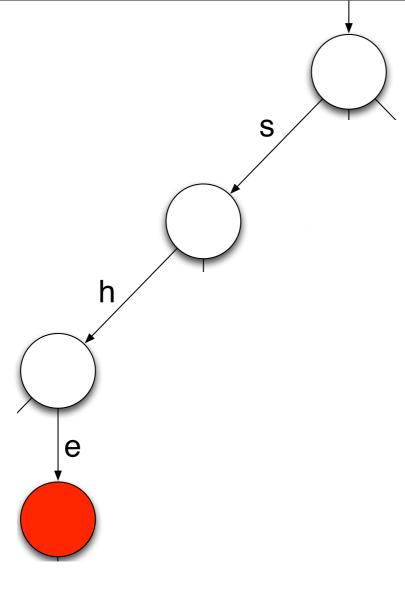
Is 'eyr' a prefix?

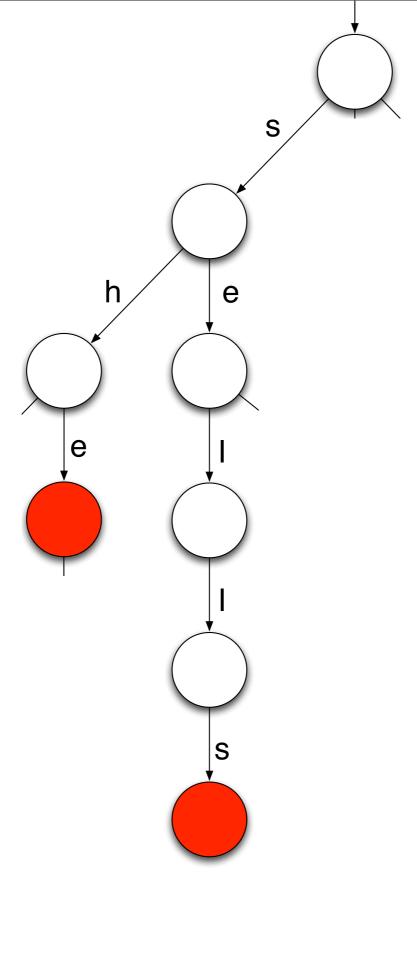


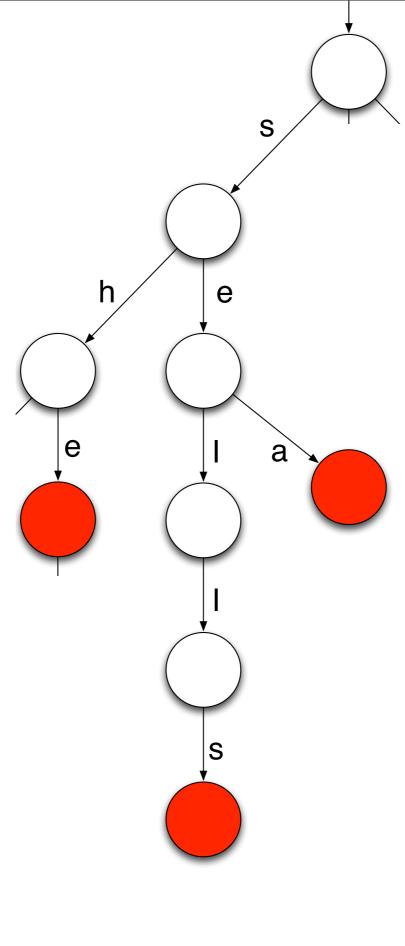
Is 'e' a prefix?
Is 'ey' a prefix?
Is 'eyr' a prefix?
Is 'eyri' a prefix?

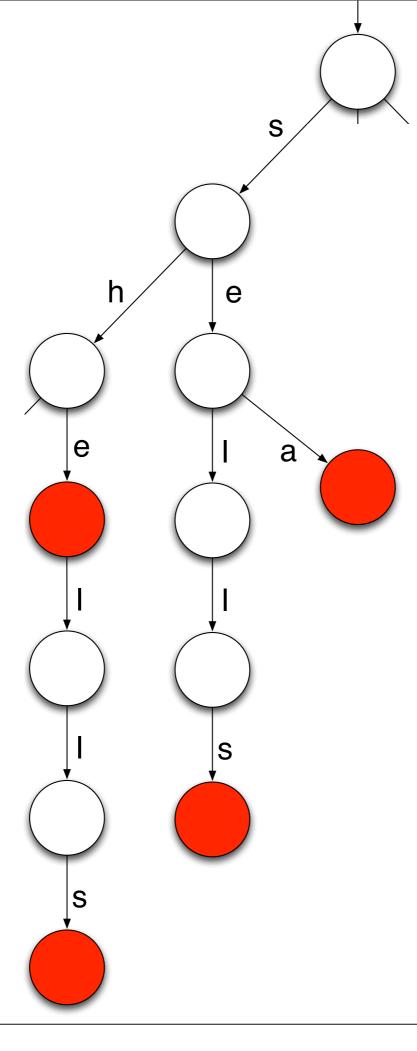
(and then we're stuck)

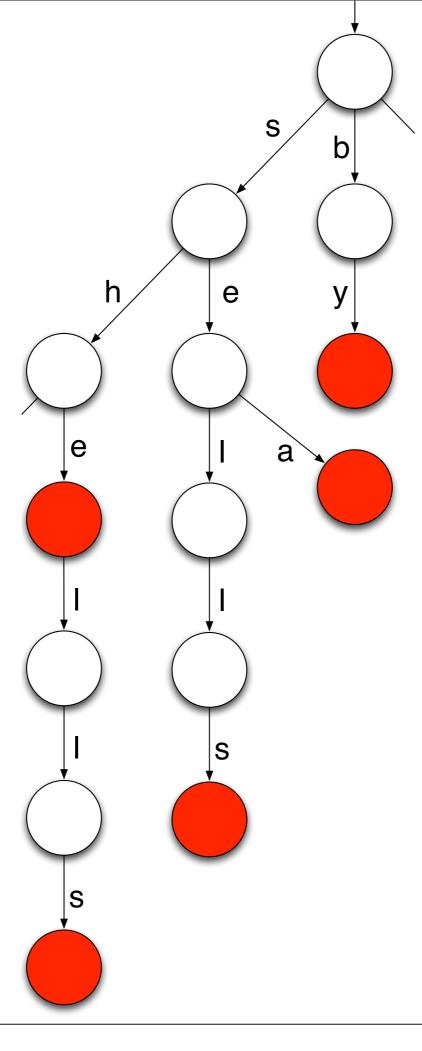


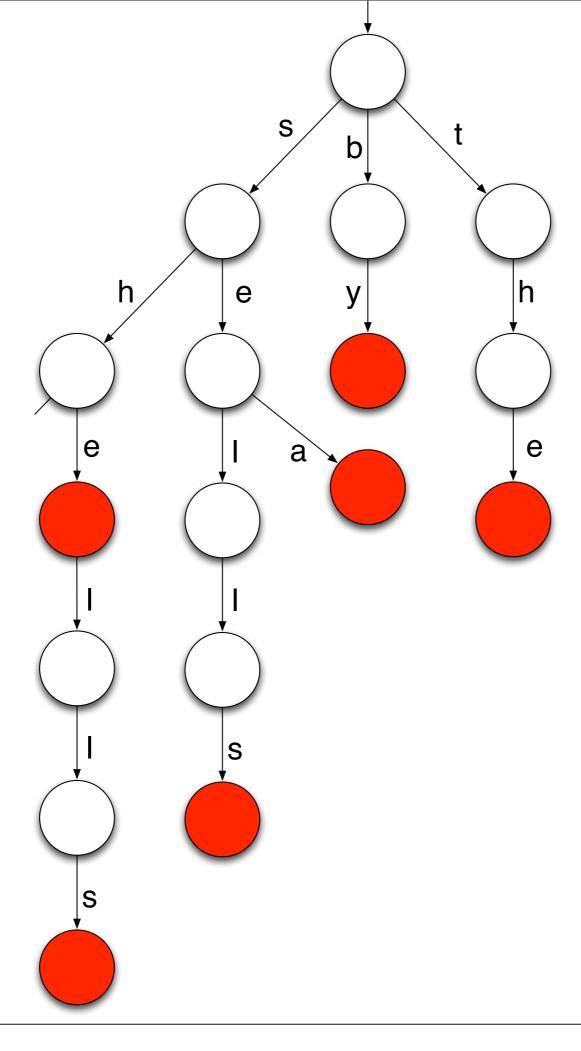


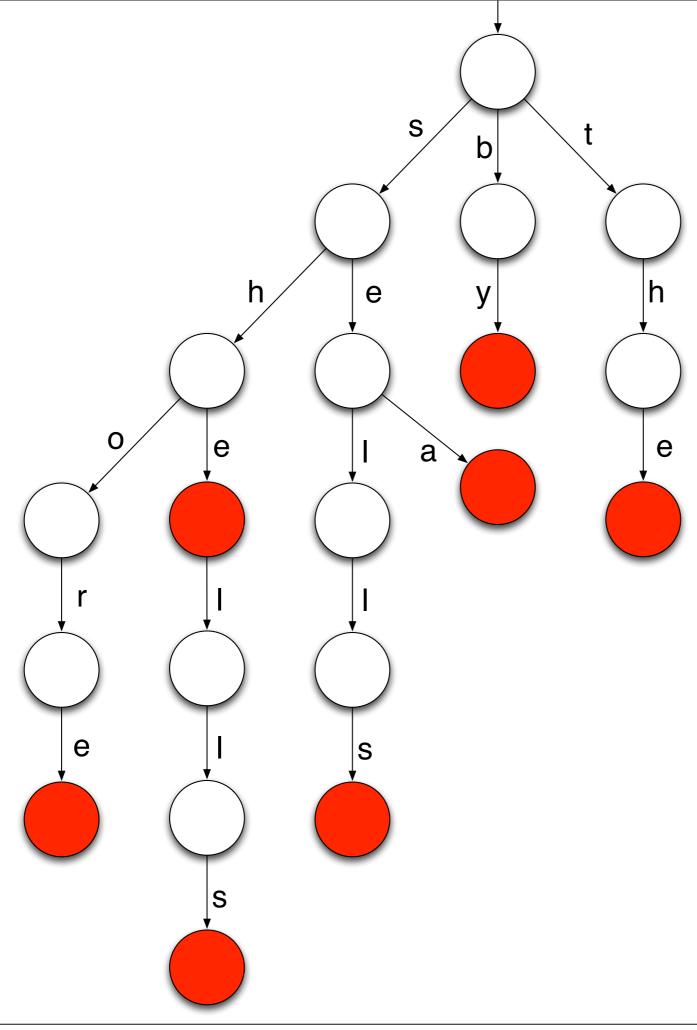












"Peter piper picked a peck of pickled peppers"

"Xavier has x-rayed his xylophone"

"Four score and seven years ago"

"Ulysses usually uses union u-boats"