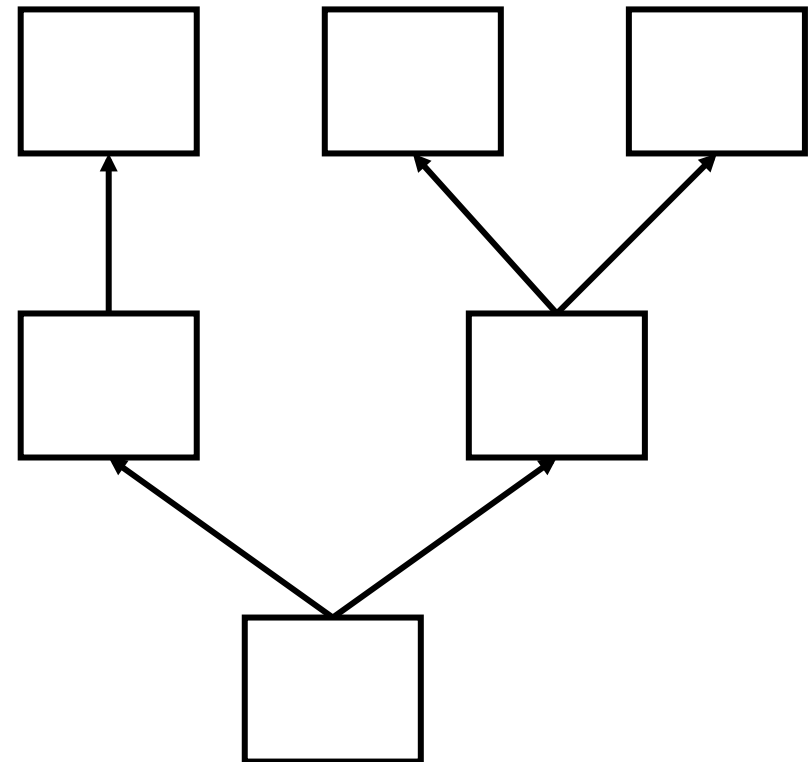


The inheritance hierarchy



- We add an edge between each class and its direct superclasses
 - This gives a directed acyclic graph called the **inheritance hierarchy**
- We know how to define a class that inherits from one class (**single inheritance**), but how can a class inherit from more than one (**multiple inheritance**)?
 - Multiple inheritance is complicated but it can be a powerful tool
- We give a simple example; for much more see the book
 - *Object-oriented Software Construction* by Bertrand Meyer, Prentice-Hall, 1997



Example of multiple inheritance



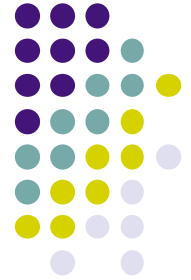
- **Geometric figures**

```
class Figure
  meth draw ... end
...
end
class Line from Figure
  meth draw ... end
...
End
```
 - **Linked lists**

```
class LinkedList
  meth forall(M)
    ... % invoke M on all elements
  end
...
end
```
 - **Compound figures**

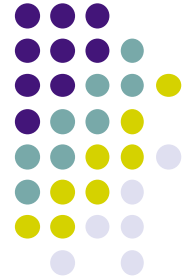
```
class CompoundFigure from
  Figure LinkedList
  meth draw
    {self forall(draw)}
  end
...
end
```
- A compound figure is *both* a figure and a linked list
- Multiple inheritance works in this case because the two superclasses are *independent*

Java interfaces and multiple inheritance



- Java only allows **single inheritance for classes**
 - Multiple inheritance is forbidden, but to keep some of its expressiveness, Java introduces the concept of interface
- An **interface** is similar to an abstract class with no method implementations
 - The interface gives the method names and their argument types, without the implementation
- Java allows **multiple inheritance for interfaces**

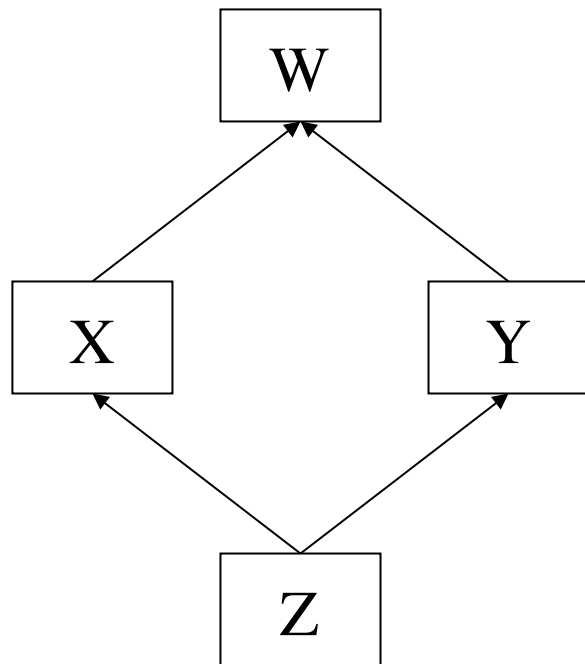
Example of a Java interface



```
interface Lookup {  
    Object find(String name);  
}
```

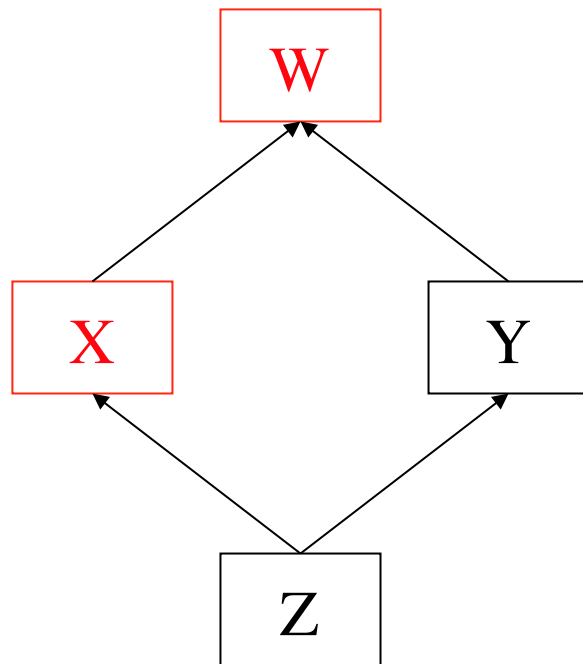
```
class SimpleLookup implements Lookup {  
    private String[] Names;  
    private Object[] Values;  
    public Object find(String name) {  
        for (int i=0; i<Names.length; i++) {  
            if (Names[i].equals(name))  
                return Values[i];  
        }  
        return null;  
    }  
}
```

The diamond problem



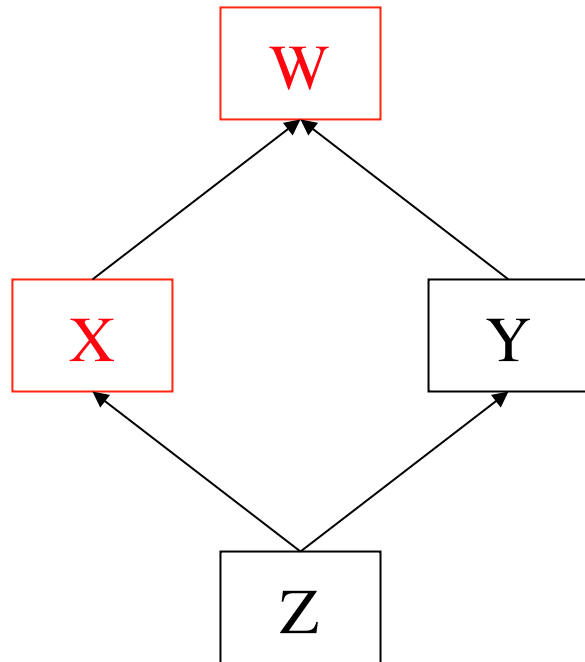
- The diamond problem is a classic problem with multiple inheritance
- When class W has state (attributes), who will initialise W? X or Y or both?
 - There is no simple solution
 - This is one reason why multiple inheritance is not allowed in Java
- Interfaces give a partial solution to this problem

A solution with interfaces



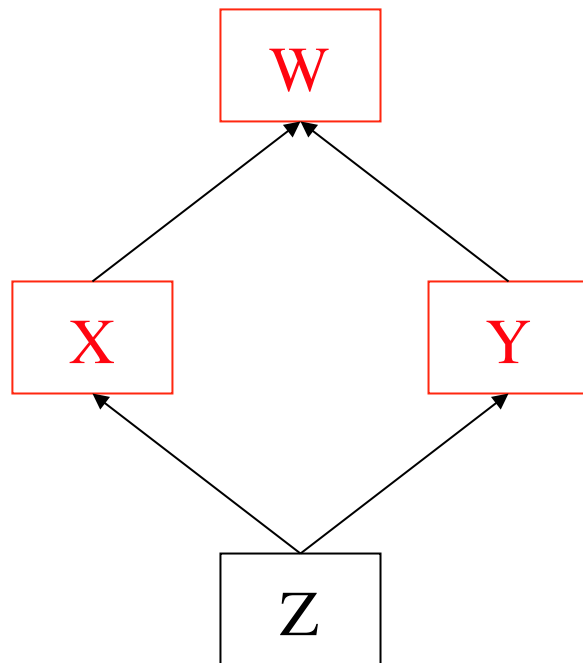
- Interfaces are given in **red**
- There is no more diamond inheritance: class **Z** only inherits from class **Y**
- For an interface, inheritance is just **a constraint on the method headers (names and arguments)** in the classes
 - Multiple inheritance means more constraints on the method headers
 - An interface contains no code; no code means no diamond problem

Java syntax for the diamond example



```
interface W { }  
interface X extends W { }  
class Y implements W { }  
class Z extends Y  
    implements X { }
```

Another solution for the same example



- In this solution, Z is the only class in the hierarchy
- It has the following syntax:

```
interface W { }  
interface X extends W { }  
interface Y extends W { }  
class Z implements X, Y { }
```

- Are there any other solutions for this example?