CMSC 132: Object-Oriented Programming II



Java Inner Classes

Department of Computer Science University of Maryland, College Park

Java Classes

Top level classes

- Declared inside package
- Visible throughout package, perhaps further
- Normally declared in their own file
 - Public classes must be defined in their own file
 - Not required for other classes

Inner and nested classes

- Declared inside class (or method)
- Normally used only in outer (enclosing) class
 - Can have wider visibility

Inner / Nested Classes

- Inner class
- Nested class

```
public class MyOuterClass {
  public class MyInnerClass { ...
 static public class MyNestedClass { ...
```

Inner Classes

Description

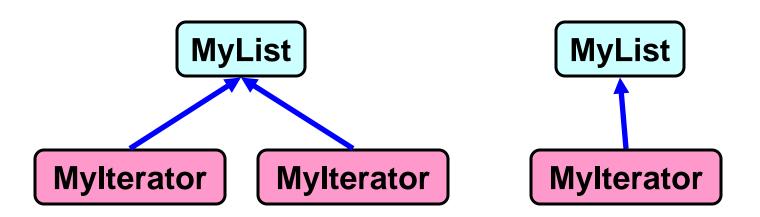
- Class defined in scope of another class
- May be named or anonymous

Useful property

Outer & inner class can directly access each other's fields & methods (even if private)

Inner Class Link To Outer Class

- Inner class instance
 - Has association to an instance of outer class
 - Must be instantiated with an enclosing instance
 - Is tied to outer class object at moment of creation (can not be changed)



Syntax

```
Class Outer {
  class Inner {
  Inner x = new Inner();
Outer out = new Outer();
Outer.Inner in = out.new Out.Inner();
```

Using Inner Class Inside Outer Class

Code

```
public class OC {  // outer class
  private int x = 2;
  private class IC {  // inner class
   private int y = 4;
   private int getSum() { return x + y; }
 void bar() {
    IC z = new IC(); // create new IC assoc. w/ this
    z.getSum(); // treat z like normal object
```

Inner Classes

Example

```
public class OuterClass {
  private int x;
  private class InnerClass {
   private int y;
   void foo() { x = 1; } // access private field
  void bar() {
   InnerClass ic = new InnerClass();
                             // access private field
   ic.y = 2;
```

Inner Classes

Useful for

- Private helper classes
 - Logical grouping of functionality
 - Data hiding
- Linkage to outer class
 - Inner class object tied to outer class object

Examples

- Iterator for Java Collections
- ActionListener for Java GUI widgets

Iterator Example

MyList

```
public class MyList {
    private Object [] a;
    private int size;
}
```

- Want to make MyList implement Iterable
 - Skipping generic types at the moment
 - Need to be able to return an Iterator

Iterable Interface

- Iterable interface defines the method lterator<T> iterator()
- Part of java.lang
- Returns an iterator over a set of elements of type T
- Implementing this interface allows an object to be the target of the enhanced for loop "foreach" statement
- EXAMPLE: SequentialIntegerList

(Problematic) Mylterator Design

```
public class Mylterator implements Iterator {
  private MyList list;
  private int pos;
  MyIterator(MyList list) {
    this.list = list;
    pos = 0;
  public boolean hasNext() {
    return pos < list.size;
  public Object next() {
    return list.a[pos++];
```

Mylterator Design

Problems

- Need to maintain reference to MyList
- Need to access private data in MyList

Solution

- Define Mylterator as inner class for MyList
 - Instance of Mylterator tied to instance of MyList
 - Mylterator methods can access private MyList fields
- Mylterator objects can iterate through elements of MyList

(Successful) Mylterator Design

Code

```
public class MyList implements Iterable {
  private Object [] a;
  private int size;
  public Iterator iterator() {
     return new Mylterator();
  public class Mylterator implements Iterator {
     private int pos = 0;
     public boolean hasNext() { return pos < size; }</pre>
     public Object next() { return a[pos++]; }
```

Notice that class implements Iterable

Instantiating Inner Class

- How to access instance of inner class?
- Common gimmick
 - Outer class method returns instance of inner class
 - Used by Java Collections Library for Iterators

Example code

```
public class MyList {
    public class IC implements Iterator { ... }
    public Iterator iterator() {
        return new IC();  // creates instance of IC
    }
}
MyList m = new MyList();
Iterator it = m.iterator();
```

Accessing Outer Scope

Code

```
public class OC {
                         // outer class
 int x = 2;
 private class IC {
                        // inner class
   int x = 6;
   int x = 8;
     System.out.println(x);
                                    // prints 8
     System.out.println(this.x);
                                    // prints 6
     System.out.println( OC.this.x ); // prints 2
```

Method Invocations

- Method invocations on inner class
 - Can be transparently redirected to outer instance

- Resolving method call on unspecified object
 - 1. See if method can be resolved on inner object
 - 2. If not, see if method can be resolved on corresponding instance of outer object
 - 3. If nested multiple levels, keep on looking

Anonymous Inner Class

Description

- Inner class without name
- Defined where you create an instance of it
 - In the middle of a method
 - Returns an instance of anonymous inner class
- Useful if the only thing you want to do with an inner class is create instances of it in one location

Syntax

```
new ReturnType() {  // unnamed inner class
    body of class... // implementing ReturnType
};
```

Anonymous Inner Class

Code

Example Anonymous Inner Classes

Use

```
new Foo() {
   public int one() { return 1; }
   public int add(int x, int y) { return x + y; }
};
```

- To define an anonymous inner class that
 - Extends class Foo / implements interface Foo
 - Defines methods one & add

MyList With Explicit Inner Class

Code

```
public class MyList implements Iterable {
  private Object [] a;
  private int size;
  public Iterator iterator() {
     return new Mylterator();
  public class Mylterator implements Iterator {
    private int pos = 0;
    public boolean hasNext() { return pos < size; }</pre>
    public Object next() { return a[pos++]; }
```

MyList With Anonymous Inner Class

Code

```
public class MyList implements Iterable {
  private Object [] a;
  private int size;
  public Iterator iterator() {
     return new Iterator () {
      private int pos = 0;
      public boolean hasNext( ) { return pos < size; }</pre>
      public Object next() { return a[pos++]; }
```

Support For Java GUIs

- Graphical User Interface (GUI)
 - Java AWT & Swing libraries
- Event-driven programming model
 - Components may generate events
 - E.g., ActionEvent, KeyEvent, MouseEvent
 - Requires event listeners to handle event
- Event listeners frequently implemented using anonymous classes
 - Used only in one location
 - Implements event listener interfaces

Using Inner Classes in GUIs

```
javax.swing.SwingUtilities.invokeLater(new Runnable() {
    public void run() {
        createAndDisplayGUI();
 });
button.addActionListener (new ActionListener() {
    public void actionPerformed (ActionEvent evt) {
        System.out.println("Button pushed");
```

Nested Class

Description

- Similar to inner class, but declared as static class
- No link to an instance of the outer class
- Can only access static fields & methods of the outer class
- Useful if inner class object
 - Associated with different outer class objects
 - Survives longer than outer class object

Example

```
class LinkedList {
    static class Node { Node next; }
    Node head;
}
```

Summary of Inner / Nested Classes

- All inner / nested classes
 - Defined inside another class
 - Can access private members of enclosing class
- Inner class
 - Each instance of an inner class is transparently associated with an instance of the outer class
- Anonymous inner class
 - Unnamed inner class defined & used in one place
- Nested class
 - Defined as static class