**Advanced Object-Oriented Design** 

# **Private Methods in Java**



http://www.pharo.org

## **Private Methods**

Are private methods inherited?

```
class A {
   public void m() { this.p(); }
   private void p() { println("A.p()"); }
}
class B extends A {
   private void p() { println("B.p()"); }
}
```

Which is called? A.p() or B.p()?

A b = new B(); b.m();



## **Private Methods**

Are private methods inherited?

```
class A {
   public void m() { this.p(); }
   private void p() { println("A.p()"); }
}
class B extends A {
   private void p() { println("B.p()"); }
}
```

Which is called? A.p() or B.p()?

A b = new B(); b.m();

A.p()

Because private methods are statically bound in Java

From the Design Corner 3 / 10

#### **Private Methods in C++**

• In C++ private can also be virtual



## **Private Methods in Ruby**

In Ruby private methods are dynamically bound :)



# **Private Methods in Ruby**

class C def fooAccessingX; x; end private def x; return 1; end end class D < C public def x; return 2; end end

Results:

C.new.fooAccessingX ==> 1 D.new.fooAccessingX ==> 2

- The private method × is publicly redefined in a subclass
- Template superclass senders invoke the overriden method  $\boldsymbol{x}$

From the Design Corner 6 / 10

## **Private methods are accessible internally**

Different ways to invoke methods:

• self.x uses the "external" interface while x the internal one

```
class C
def fooSendingSelfX ; self.x end
private
def x; return 1; end
end
class D < C
public
def x; return 2; end
end
```

Results:

```
C.new.fooSendingSelfX ==> failed
D.new.fooSendingSelfX ==> 2
```

## **Object arguments uses the "external" interface**

```
class C
 def zork(arg); return arg.x; end
 def fooSendingSelfX ; self.x end
 def fooAccessingX; x; end
 private
 def x: return 1: end
end
class D < C
 public
 def x: return 2: end
end
```

C.new.zork(C.new) ==> failed C.new.zork(D.new) ==> 2

From the Design Corner 8 / 10

#### Conclusion

Pay attention when using a private method

- You do not create a hook creation
  - Remember sending a message is a plan for reuse
- You break the extender interface (See Dual Interface Lecture)



#### A course by

#### S. Ducasse, G. Polito, and Pablo Tesone





Except where otherwise noted, this work is licensed under CC BY-NC-ND 3.0 France https://creativecommons.org/licenses/by-nc-nd/3.0/fr/