

Java: Reflection, Cloning

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Programming Language Concepts

Lecture 12, 16 February 2023

Wikipedia

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- Two components involved in reflection
 - **Introspection**
A program can observe, and therefore reason about its own state.

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Reflective programming or **reflection** is the ability of a process to examine, introspect, and modify its own structure and behaviour.

- Two components involved in reflection
 - **Introspection**
A program can observe, and therefore reason about its own state.
 - **Intercession**
A program can modify its execution state or alter its own interpretation or meaning.

- Simple example of introspection

```
Employee e = new Manager(...);  
...  
if (e instanceof Manager){  
    ...  
}
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- Simple example of introspection

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Employee e = new Manager(...);  
...  
if (e instanceof Manager){  
    ...  
}
```

- What if we don't know the type that we want to check in advance?
- Suppose we want to write a function to check if two different objects are both instances of the same class?

```
public static boolean classequal(Object o1, Object o2){  
    ...  
    // return true iff o1 and o2 point to objects of same type  
    ...  
}
```



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 - Will have to check across all defined classes
 - This is not even a fixed set!

Reflection in Java ...

```
public static boolean classequal(Object o1, Object o2){...}
```

- Can't use `instanceof`
 - Will have to check across all defined classes
 - This is not even a fixed set!
- Can't use generic type variables
 - The following code is syntactically disallowed

```
if (o1 instanceof T) { ...}
```

arraycopy (T[] src,
T[] tgt)

- Can extract the class of an object using `getClass()`

Introspection in Java

- Can extract the class of an object using `getClass()`
- Import package `java.lang.reflect`

```
import java.lang.reflect.*;
```

```
class MyReflectionClass{  
    ...  
    public static boolean classequal(Object o1, Object o2){  
        return (o1.getClass() == o2.getClass());  
    }  
}
```

Introspection in Java

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Introspection in Java

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```
    ...
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```
    public static boolean classequal(Object o1, Object o2){  
        return (o1.getClass() == o2.getClass());  
    }
```

```
}
```

- What does `getClass()` return?
- An object of type `Class` that encodes class information

The class `Class`

- A version of `classEqual` that explicitly uses this fact

```
import java.lang.reflect.*;
```

```
class MyReflectionClass{
```

```
    ...
```

```
    public static boolean classEqual(Object o1, Object o2){
```

```
        Class c1, c2;
```

```
        c1 = o1.getClass();
```

```
        c2 = o2.getClass();
```

```
        return (c1 == c2);
```

```
    }
```

```
}
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The class `Class`

- A version of `classEqual` that explicitly uses this fact

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import java.lang.reflect.*;
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    ...
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        Class c1, c2;
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        c1 = o1.getClass();
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        c2 = o2.getClass();
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```
        return (c1 == c2);
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```
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- For each currently loaded class `C`, Java creates an object of type `Class` with information about `C`

The class `Class`

- A version of `classEqual` that explicitly uses this fact

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import java.lang.reflect.*;
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```
class MyReflectionClass{  
    ...  
    public static boolean classEqual(Object o1, Object o2){  
        Class c1, c2;  
        c1 = o1.getClass();  
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    }  
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```

- For each currently loaded class `C`, Java creates an object of type `Class` with information about `C`
- Encoding execution state as data — **reification**
 - Representing an abstract idea in a concrete form

Using the `Class` object

- Can create new instances of a class at runtime

```
...  
Class c = obj.getClass();  
Object o = c.newInstance();  
    // Create a new object of same type as obj  
...
```

Using the `Class` object

- Can create new instances of a class at runtime

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Class c = obj.getClass();  
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```

- Can also get hold of the class object using the name of the class

```
...  
String s = "Manager".  
Class c = Class.forName(s);  
Object o = c.newInstance();  
...
```

Manager

Using the `Class` object

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...  
Class c = obj.getClass();  
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- Can also get hold of the class object using the name of the class

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...  
String s = "Manager".  
Class c = Class.forName(s);  
Object o = c.newInstance();  
...
```

- ..., or, more compactly

```
...  
Object o = Class.forName("Manager").newInstance();
```

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 - Constructors: arguments
 - Methods : arguments and return type
 - All three: modifiers `static`, `private` etc

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- Constructors, methods and fields themselves have structure
 - Constructors: arguments
 - Methods : arguments and return type
 - All three: modifiers `static`, `private` etc
- Additional classes `Constructor`, `Method`, `Field`
- Use `getConstructors()`, `getMethods()` and `getFields()` to obtain constructors, methods and fields of `C` in an array.

The class `Class` ...

- Extracting information about constructors, methods and fields

```
...  
Class c = obj.getClass();  
Constructor[] constructors = c.getConstructors();  
Method[] methods = c.getMethods();  
Field[] fields = c.getFields();  
...
```

The class `Class` ...

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Field[] fields = c.getFields();  
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```

- `Constructor`, `Method`, `Field` in turn have functions to get further details

The class `Class` ...

- Example: Get the list of parameters for each constructor

```
...
Class c = obj.getClass();
Constructor[] constructors = c.getConstructors();
for (int i = 0; i < constructors.length; i++){
    Class params[] = constructors[i].getParameterTypes();
    ..
}
```

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- Example: Get the list of parameters for each constructor

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Constructor[] constructors = c.getConstructors();  
for (int i = 0; i < constructors.length; i++){  
    Class params[] = constructors[i].getParameterTypes();  
    ..  
}
```

- Each parameter list is a list of types
 - Return value is an array of type `Class []`

The class `Class` ...

- We can also invoke methods and examine/set values of fields.

```
...
Class c = obj.getClass();
..
Method[] methods = c.getMethods();
Object[] args = { ... }
    // construct an array of arguments
methods[3].invoke(obj,args);
    // invoke methods[3] on obj with arguments args
...
```

The class `Class` ...

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Object[] args = { ... }
    // construct an array of arguments
methods[3].invoke(obj,args);
    // invoke methods[3] on obj with arguments args
...

Field[] fields = c.getFields();
Object o = fields[2].get(obj);
    // get the value of fields[2] from obj
...
fields[3].set(obj,value);
    // set the value of fields[3] in obj to value
...
```

- Can we extract information about private methods, fields, ...?

Reflection and security

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- Separate functions to also include private components
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 - `getDeclaredMethods()`
 - `getDeclaredFields()`

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- Separate functions to also include private components
 - `getDeclaredConstructors()`
 - `getDeclaredMethods()`
 - `getDeclaredFields()`
- Should this be allowed to all programs?
- Security issue!
- Access to private components may be restricted through external security policies

Using reflection

- [BlueJ](#), a programming environment to learn Java

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Using reflection

- [BlueJ](#), a programming environment to learn Java
- Can define and compile Java classes
- For compiled code, create object, invoke methods, examine state
- Uses reflective capabilities of Java — [BlueJ](#) need not internally maintain “debugging” information about each class
- See <http://www.bluej.org>

Limitations of Java reflection

- Cannot create or modify classes at run time
 - The following is not possible

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Class c = new Class(...);
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 - `class XYZ:` can be executed at runtime in Python

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 - An environment like **BlueJ** must invoke Java compiler before you can use a new class
- Contrast with Python
 - `class XYZ:` can be executed at runtime in Python
- Other OO languages like Smalltalk allow redefining methods at run time

Erasure of generic information

- Type erasure — Java does not keep record all versions of `LinkedList<T>` as separate types
 - Cannot write

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- Or, the **upper bound**, if one is available
 - `LinkedList<? extends Shape>` becomes `LinkedList<Shape>`

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- Or, the **upper bound**, if one is available

- `LinkedList<? extends Shape>` becomes `LinkedList<Shape>`

- Since no information about `T` is preserved, cannot use `T` in expressions like

```
if (o instanceof T) {...}
```

Erasure and overloading

- Type erasure means the comparison in following code fragment returns `True`

```
o1 = new LinkedList<Employee>();  
o2 = new LinkedList<Date>();  
  
if (o1.getClass() == o2.getClass){  
    // True, so this block is executed  
}
```

LinkedList <T>



LL <Object>

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- As a consequence the following overloading is illegal

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public class Example {  
    public void printlist(LinkedList<String> strList) { }  
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- Both functions have the same signature after type erasure

Arrays and generics

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 - If `S` extends `T` then `S[]` extends `T[]`

Arrays and generics

- Recall the covariance problem for arrays
 - If `S` extends `T` then `S[]` extends `T[]`
- Can lead to run time type errors

```
ETicket[] elecarr = new ETicket[10];  
Ticket[] ticketarr = elecarr; // OK. ETicket[] is a subtype of Ticket[]  
...  
ticketarr[5] = new Ticket(); // Not OK. ticketarr[5] refers to an ETicket!
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Arrays and generics

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Not Java syntax

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newarray = new T[100]; // Cannot create!
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- An ugly workaround ...

```
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- An ugly workaround ... generates a compiler warning but works!

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Wrapper classes

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- **Wrapper** class for each basic type:

Basic type	Wrapper Class
<code>byte</code>	<code>Byte</code>
<code>short</code>	<code>Short</code>
<code>int</code>	<code>Integer</code>
<code>long</code>	<code>Long</code>

Basic type	Wrapper Class
<code>float</code>	<code>Float</code>
<code>double</code>	<code>Double</code>
<code>boolean</code>	<code>Boolean</code>
<code>char</code>	<code>Character</code>

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<code>double</code>	<code>Double</code>
<code>boolean</code>	<code>Boolean</code>
<code>char</code>	<code>Character</code>

- All wrapper classes other than `Boolean`, `Character` extend the class `Number`

Wrapper classes

- Converting from basic type to wrapper class and back

```
int x = 5;  
Integer myx = Integer(x);  
int y = myx.intValue();
```

Wrapper classes

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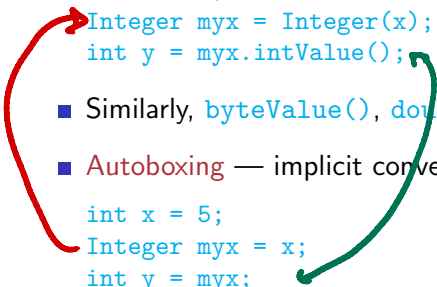
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- Similarly, `byteValue()`, `doubleValue()`, ...

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- **Autoboxing** — implicit conversion between base types and wrapper types

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- **Autoboxing** — implicit conversion between base types and wrapper types

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int x = 5;  
Integer myx = x;  
int y = myx;
```

- Use wrapper types in generic data structures

Copying an object

- Normal assignment creates two references to the same object
 - Updates via either name update the object

```
public class Employee {  
    private String name;  
    private double salary;
```

```
    public Employee(String n, double s){  
        name = n;  
        salary = s;  
    }  
  
    public void setname(String n){  
        name = n;  
    }  
}
```

```
    public void setname(String n){  
        name = n;  
    }  
}
```



```
Employee e1 = new Employee("Dhruv", 21500.0);  
Employee e2 = e1;  
e2.setname("Eknath"); // e1 also updated
```

Copying an object

- Normal assignment creates two references to the same object
 - Updates via either name update the object
- What if we want two separate but identical objects?
 - `e2` should be initialized to a disjoint copy of `e1`

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public class Employee {
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Copying an object

- Normal assignment creates two references to the same object
 - Updates via either name update the object
- What if we want two separate but identical objects?
 - `e2` should be initialized to a disjoint copy of `e1`
- How does one make a faithful copy?

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public class Employee {
    private String name;
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    public Employee(String n, double s){
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The clone() method

- `Object` defines a method `clone()`

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The clone() method

- Object defines a method clone()
- e1.clone() returns a bitwise copy of e1

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e2.setname("Eknath"); // e1 not updated
```

The clone() method

- `Object` defines a method `clone()`
- `e1.clone()` returns a bitwise copy of `e1`
- Why a bitwise copy?
 - `Object` does not have access to private instance variables
 - Cannot build up a fresh copy of `e1` from scratch

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public class Employee {
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- Why a bitwise copy?
 - `Object` does not have access to private instance variables
 - Cannot build up a fresh copy of `e1` from scratch
- What could go wrong with a bitwise copy?

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    private String name;
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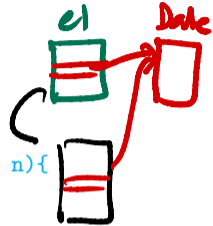
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Employee e1 = new Employee("Dhruv", 21500.0);
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e2.setname("Eknath"); // e1 not updated
```

Shallow copy

- What if we add an instance variable `Date` to `Employee`?
 - Assume `update()` updates the components of a `Date` object

```
public class Employee {  
    private String name;  
    private double salary;  
    private Date birthday;  
    ...  
    public void setname(String n){  
        name = n;  
    }  
}
```

```
    public void setbday(int dd, int mm, int yy){  
        birthday.update(dd,mm,yy);  
    }  
}
```



Shallow copy

- What if we add an instance variable `Date` to `Employee`?
 - Assume `update()` updates the components of a `Date` object
- Bitwise copy made by `e1.clone()` copies the reference to the embedded `Date`
 - `e2.birthday` and `e1.birthday` refer to the same object
 - `e2.setbday()` affects `e1.birthday`

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){
        name = n;
    }

    public void setbday(int dd, int mm, int yy){
        birthday.update(dd,mm,yy);
    }
}
...
Employee e1 = new Employee("Dhruv", 21500.0);
Employee e2 = e1.clone();
e2.setname("Eknath"); // e1 name not updated
e2.setbday(16,4,1997); // e1 bday updated!
```

Shallow copy

- What if we add an instance variable `Date` to `Employee`?
 - Assume `update()` updates the components of a `Date` object
- Bitwise copy made by `e1.clone()` copies the reference to the embedded `Date`
 - `e2.birthday` and `e1.birthday` refer to the same object
 - `e2.setbday()` affects `e1.birthday`
- Bitwise copy is a **shallow copy**
 - Nested mutable references are copied verbatim

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){
        name = n;
    }

    public void setbday(int dd, int mm, int yy){
        birthday.update(dd,mm,yy);
    }
}
...
Employee e1 = new Employee("Dhruv", 21500.0);
Employee e2 = e1.clone();
e2.setname("Eknath"); // e1 name not updated
e2.setbday(16,4,1997); // e1 bday updated!
```

Shallow copy

- What if we add an instance variable `Date` to `Employee`?
 - Assume `update()` updates the components of a `Date` object
- Bitwise copy made by `e1.clone()` copies the reference to the embedded `Date`
 - `e2.birthday` and `e1.birthday` refer to the same object
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    ...
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        name = n;
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    public void setbday(int dd, int mm, int yy){
        birthday.update(dd,mm,yy);
    }
}
...
Employee e1 = new Employee("Dhruv", 21500.0);
Employee e2 = e1.clone();
e2.setname("Eknath"); // e1 name not updated
e2.setbday(16,4,1997); // e1 bday updated!
```

Deep copy

- **Deep copy** recursively clones nested objects

```
public class Employee {  
    private String name;  
    private double salary;  
    private Date birthday;  
    ...  
    public void setname(String n){...}  
  
    public void setbday(...){...}  
}
```

Deep copy

- **Deep copy** recursively clones nested objects
- Override the shallow `clone()` from `Object`

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){
        Employee newemp =
            (Employee) super.clone()
        Date newbday = birthday.clone();
        newemp.birthday = newbday;
        return newemp;
    }
}
```

Deep copy

- **Deep copy** recursively clones nested objects
- Override the shallow `clone()` from `Object`
- `Object.clone()` returns an `Object`
 - Cast `super.clone()`

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){
        Employee newemp =
            (Employee) super.clone()
        Date newbday = birthday.clone();
        newemp.birthday = newbday;
        return newemp;
    }
}
```


Deep copy

- **Deep copy** recursively clones nested objects
- Override the shallow `clone()` from `Object`
- `Object.clone()` returns an `Object`
 - Cast `super.clone()`
- `Employee.clone()` returns an `Employee`
 - Allowed to change the return type

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){
        Employee newemp =
            (Employee) super.clone()
        Date newbday = birthday.clone();
        newemp.birthday = newbday;
        return newemp;
    }
}
```

- What if `Manager` extends `Employee`?

```
public class Employee {  
    private String name;  
    private double salary;  
    private Date birthday;  
    ...  
    public void setname(String n){...}  
  
    public void setbday(...){...}  
  
    public Employee clone(){...}  
}
```

Deep copy ...

- What if `Manager` extends `Employee`?
- New instance variable `promodate`

```
public class Employee {  
    private String name;  
    private double salary;  
    private Date birthday;  
    ...  
    public void setname(String n){...}  
  
    public void setbday(...){...}  
  
    public Employee clone(){...}  
}
```

```
public class Manager extends Employee {  
    private Date promodate;  
    ...  
}
```

Deep copy ...

- What if `Manager` extends `Employee`?
- New instance variable `promodate`
- `Manager` inherits deep copy `clone()` from `Employee`

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){...}
}
```

```
public class Manager extends Employee {
    private Date promodate;
    ...
}
```

Deep copy ...

- What if `Manager` extends `Employee`?
- New instance variable `promodate`
- `Manager` inherits deep copy `clone()` from `Employee`
- However `Employee.clone()` does not know that it has to deep copy `promodate`!

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){...}
}
```

```
public class Manager extends Employee {
    private Date promodate;
    ...
}
```

Deep copy ...

- What if `Manager` extends `Employee`?
- New instance variable `promodate`
- `Manager` inherits deep copy `clone()` from `Employee`
- However `Employee.clone()` does not know that it has to deep copy `promodate`!
- Cloning is subtle, so Java puts in some restrictions

```
public class Employee {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){...}
}

public class Manager extends Employee {
    private Date promodate;
    ...
}
```

Restrictions on clone()

- To allow `clone()` to be used, a class has to implement `Cloneable` interface
 - Marker interface

```
public class Employee implements Cloneable {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}
}

...
Employee e1 = new Employee("Dhruv", 21500.0);
Employee e2 = e1.clone();
e2.setname("Eknath"); // e1 not updated
```

Restrictions on clone()

- To allow `clone()` to be used, a class has to implement `Cloneable` interface
 - Marker interface
- `clone()` in `Object` is protected
 - Only `Employee` objects can `clone()`

```
public class Employee implements Cloneable {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}
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Restrictions on clone()

- To allow `clone()` to be used, a class has to implement `Cloneable` interface
 - Marker interface
- `clone()` in `Object` is `protected`
 - Only `Employee` objects can `clone()`
- Redefine `clone()` as `public` to allow other classes to clone `Employee`
 - Expanding visibility from `protected` to `public` is allowed

```
public class Employee implements Cloneable {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone(){...}
}
```

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- Redefine `clone()` as `public` to allow other classes to clone `Employee`
 - Expanding visibility from `protected` to `public` is allowed
- `Object.clone()` throws `CloneNotSupportedException`
 - Catch or report this exception
 - Call `clone()` in `try` block

```
public class Employee implements Cloneable {
    private String name;
    private double salary;
    private Date birthday;
    ...
    public void setname(String n){...}

    public void setbday(...){...}

    public Employee clone()
        throws CloneNotSupportedException {...}
}
```

Restrictions on clone()

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