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## CSC 143 Java

### Footnote To Trees: Inner Classes

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## A Programming Dilemma

- The nodes we've defined so far for linked lists and trees may be public classes with public instance variables:

```
public class BTreeNode {
    public E item;           // data item in this node
    public BTreeNode left;  // left subtree, or null if none
    public BTreeNode right; // right subtree, or null if none
    public BTreeNode(E item, BTreeNode left, BTreeNode right) { ... }
}
```

- This simplifies examples... but it's very bad practice.
  - When one class (like a node) is used only as a helper to another class..
    - It would be ideal to keep it inaccessible to the outside, without giving up programming convenience or speed.
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## Solution: Inner Classes

- One class may be defined fully within another class
- Called an "inner class"

```
class OuterClass {
    //constructors, variables, methods... and:
    class InnerClass {
        //constructors, variables, methods of InnerClass
        ...
    } //end class Inner
} //end class Outer
```

- Inner class can be marked public, protected, or private
    - Just like instance variables and methods
    - Containing class can always reference its own private instance variables, methods – and inner classes!
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## Solving the Tree/Node Problem

- Make Node a private inner class of BinaryTree:

```
public class BinaryTree {
    //constructors, variables, methods... and:
    private class BTreeNode {
        E item;           // data item in this node
        BTreeNode left;   // left subtree, or null if none
        BTreeNode right;  // right subtree, or null if none
        BTreeNode(E item, BTreeNode left, BTreeNode right) { ... }
    } //end class BTreeNode
} //end class BinaryTree
```

- BinaryTree has full access to the members of BTreeNode
    - Regardless of member public/protected/private marking
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## More About Java Inner Classes

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- We've been using inner classes occasionally without calling attention to it.
  - Point2D.Double means: the (public) inner class named Double of the class named Point2D.
- The inner/outer relationship is not the same as inheritance or composition
  - i.e., neither is-a or has-a
- Inner classes have many interesting twists and turns
  - Inner classes can even be anonymous (unnamed), like objects (recall the use of anonymous inner classes in event handling)