

- Interfaces

*** Once upon a time, there were two classes... ***

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*** Class #1 become jealous of Class #2's code ***

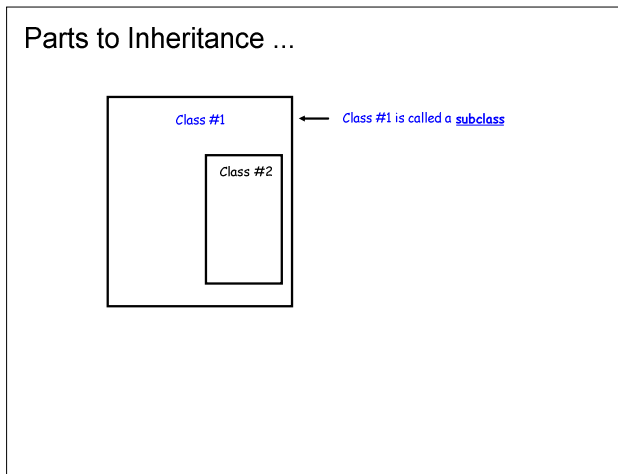
*** Let the "inheritance" begin ***

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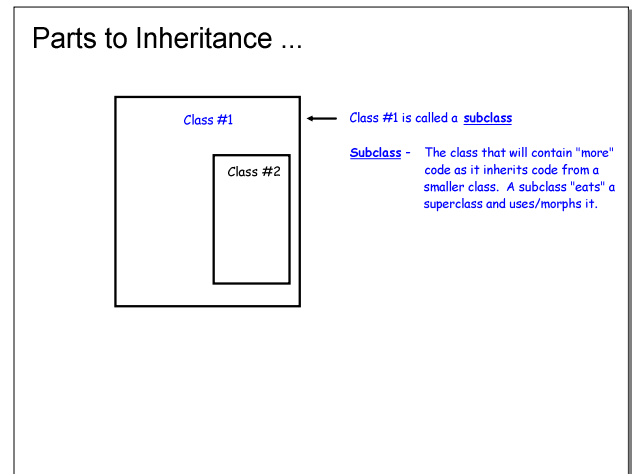
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*** Class #1 is about to inherit Class #2's code ***
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*** Class #1 still has its old code but now can also use Class #2's code ***
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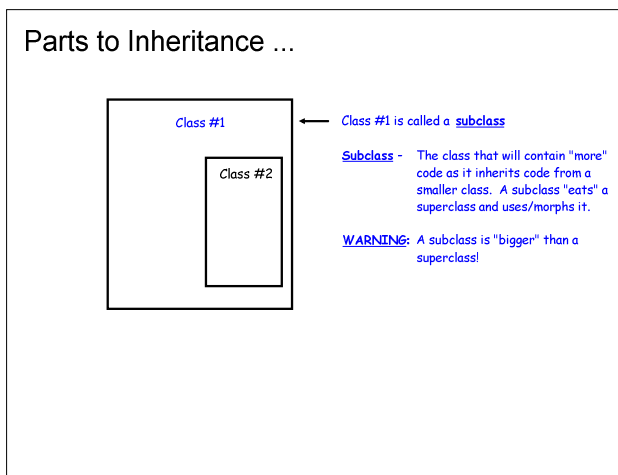
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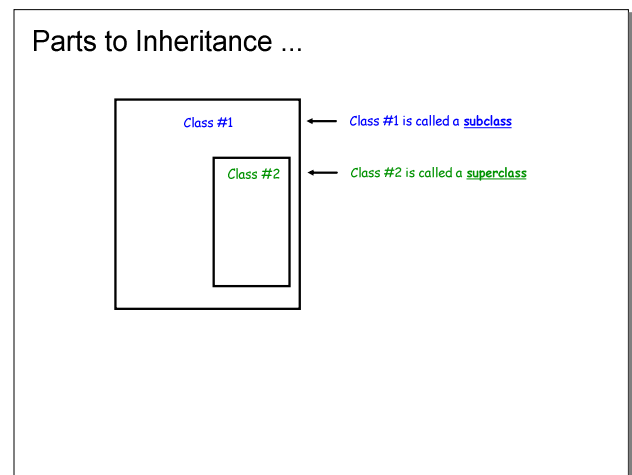
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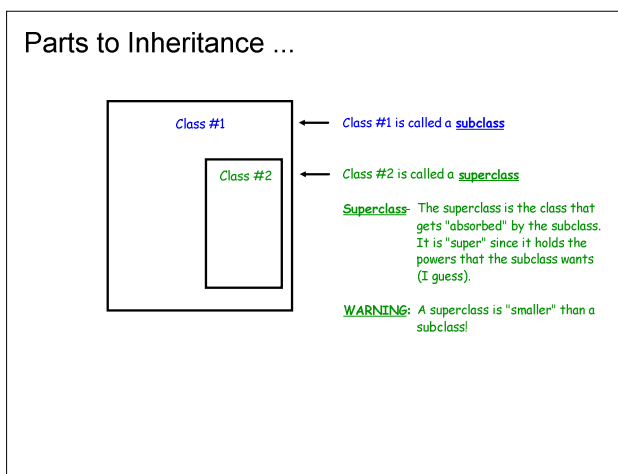
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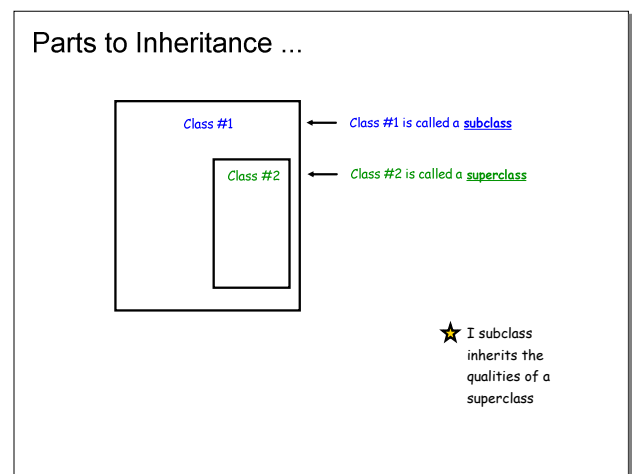
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Inheritance - A new class ("subclass") is created from an already existing class ("superclass").

Subclass - BIGGER! It takes on the superclass and adds even more to it!

Subclass - Inherits everything from the superclass.

* Important note: A super class is actually smaller ... contains less information!

* This should make more sense at the end of today's lesson ... we will return.

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An Inheritance Scenario:

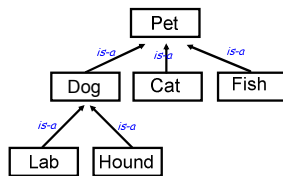
1. You have created a class that you know works, has been tested, and is "ready-to-go".
2. You decide to build a larger class (program) that will utilize the class you built previously.

Superclass = your first class (smaller)

Subclass = your new larger program that will inherit all characteristics of your old class.

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Inheritance Hierarchy "World" Example:

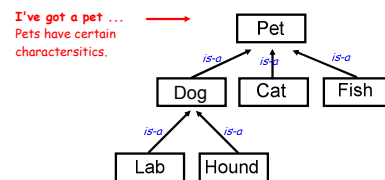


Inheritance Hierarchy

Is a flow-chart representation

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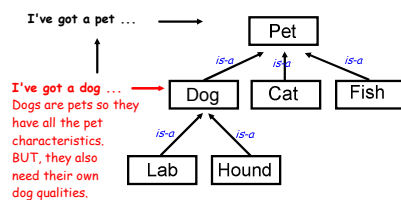
Think of it this way (thinking top down) ...



* Each class points to its superclass ...

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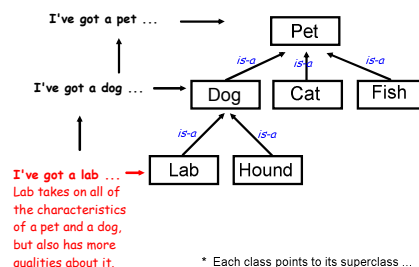
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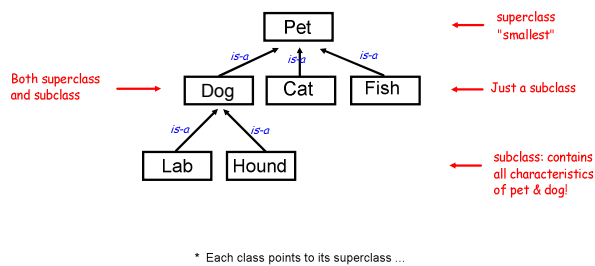
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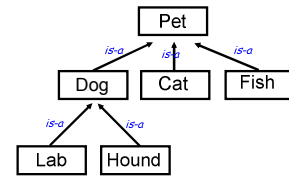
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Types of classes:



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Let's analyze this a little closer, this time as a programmer ...



*** Note: Arrows point to the superclass ***

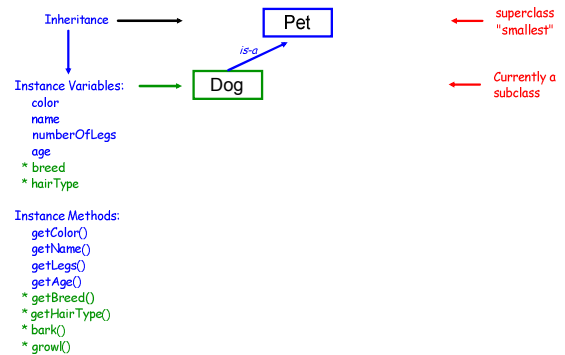
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Types of classes:



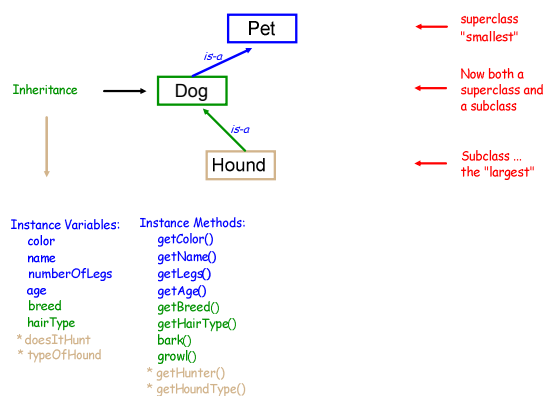
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Types of classes:



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Types of classes:



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Things to do ...

* Complete Unit 5 WS 01 Inheritance Introduction

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