

Inheritance

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Java

Introducing Inheritance

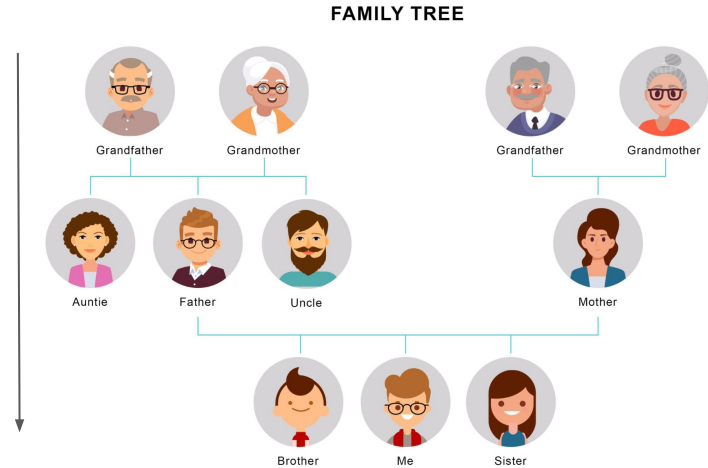
Inheritance allows us to **pass methods and values down** from the inherited class.

Passing information down helps **reduce the amount of code!**

It's just like family inheritance.

Parents pass traits down to their children.

Let's go over an example.



Inheritance Example

Let's imagine we have these two classes.

Compare them!

What's different and what's the same?

Greyhound Class

- String color = "grey";
- void bark();
- boolean isFast();



Corgi Class

- String color = "golden";
- void bark();
- boolean hasSmallLegs();



Inheritance Example

First off, they're **both dogs!**

They have different colors and different methods.

They have the **same bark method** though!

Greyhound Class

- String color = "grey";
- void bark();
- boolean isFast();



Corgi Class

- String color = "golden";
- void bark();
- boolean hasSmallLegs();



Inheritance Example

Since they're similar, let's make a general Dog class that can be inherited!

Dog class
- void bark();

Greyhound Class

- String color = "grey";
- void bark();
- boolean isFast();



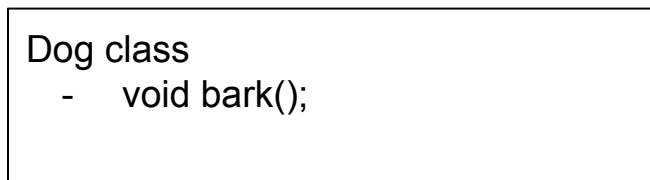
Corgi Class

- String color = "golden";
- void bark();
- boolean hasSmallLegs();



Inheritance Example

Now to inherit the Dog's traits, we must say **extends** in our **subclasses**.



Greyhound Class **extends Dog**

- String color = "grey";
- ~~void bark();~~
- boolean isFast();



Corgi Class **extends Dog**

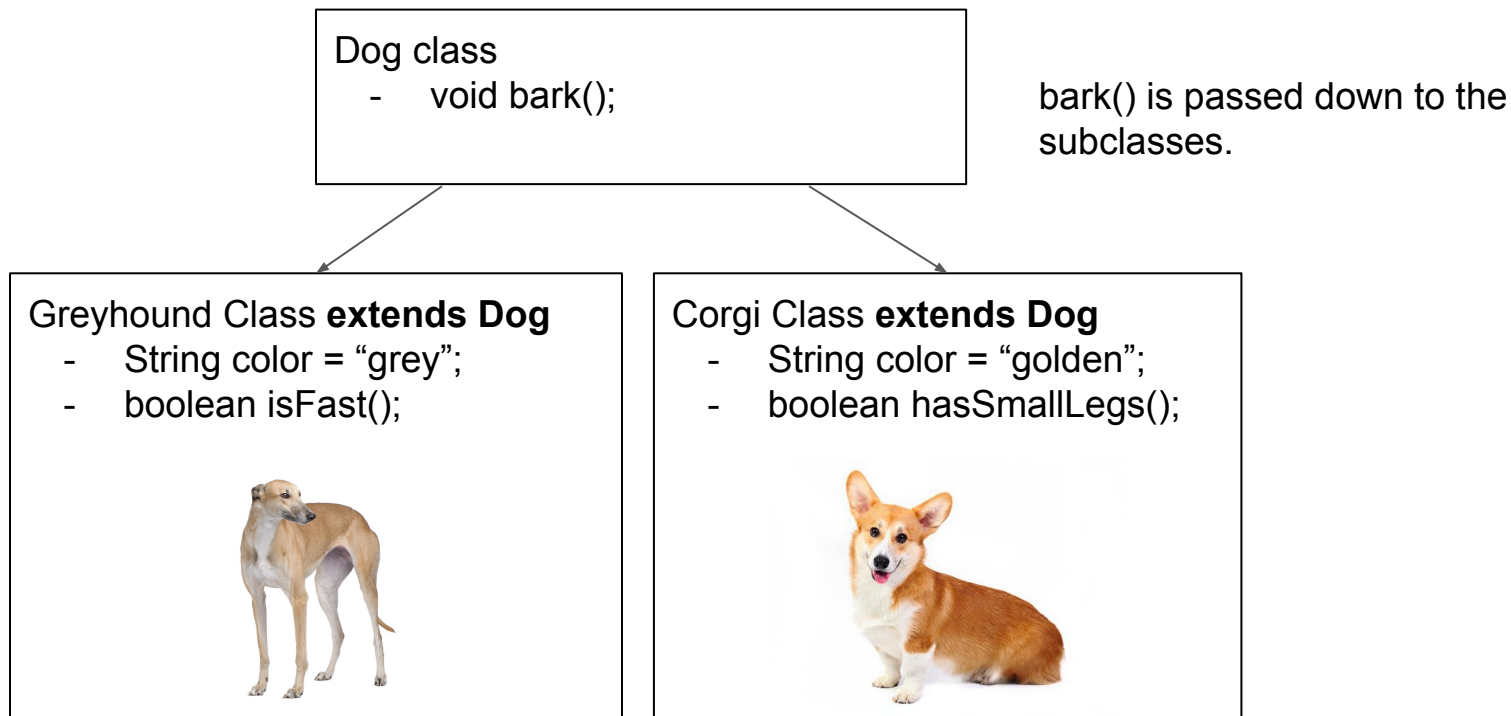
- String color = "golden";
- ~~void bark();~~
- boolean hasSmallLegs();



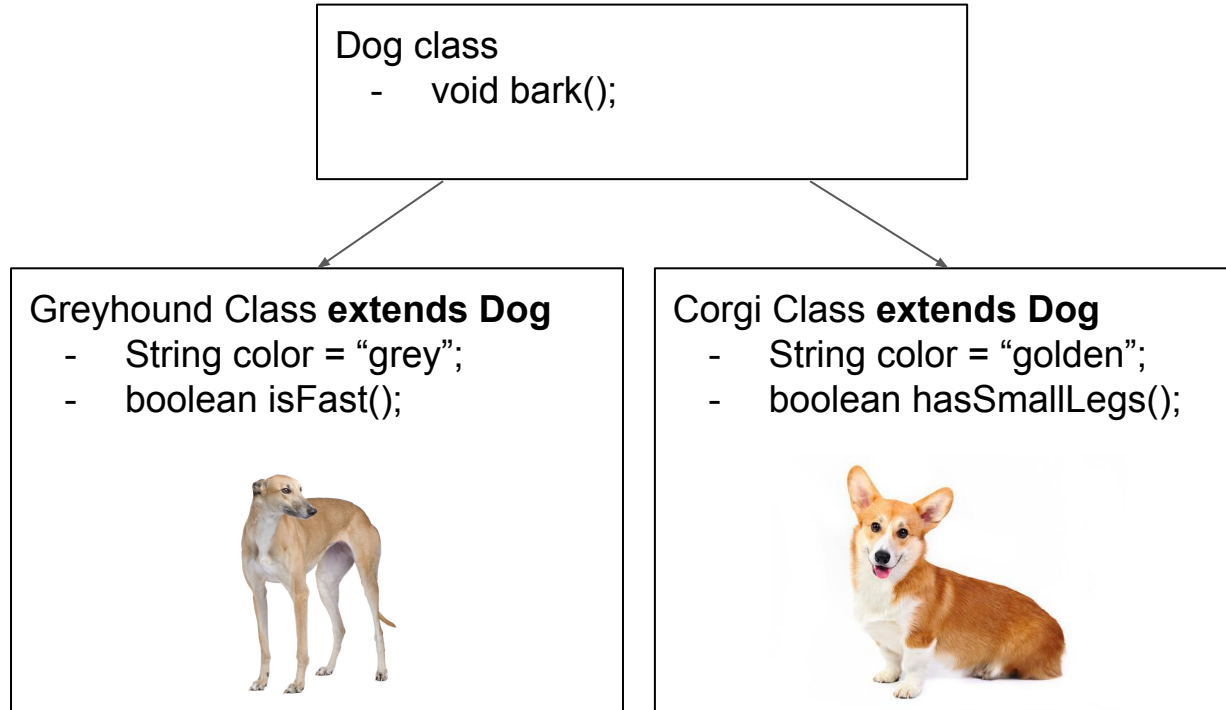
We can now delete the bark method from both classes since it's passed down!

Inheritance Example

These are our new classes! We've written the bark method one time less but all it adds up!



Now let's look at this in code.



Inheritance - Corgi Class

As interfaces uses *implements*
Inheritance uses ***extends***

This Corgi class ***extends*** the
Dog class.

This means that ANYTHING
that's defined in the Dog class
can be used by the Corgi class



```
public class Corgi extends Dog{  
    String color;  
  
    public Corgi(){  
        color = "golden";  
    }  
}
```

Inheritance - Dog Class

The Dog class is pretty generic.

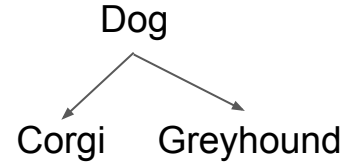
It's just a class.

It has constructors and methods.

Unlike interfaces,
this class expands the methods.

```
public class Dog{  
    String name;  
  
    public Dog(){  
        name = "Doggo";  
    }  
  
    public void bark(){  
        System.out.println("Bark!");  
    }  
}
```

Inheritance - In combination



Now, we can see that Corgi doesn't have a **bark()** method.

BUT since Dog does, we can use it!

```
public class Corgi extends Dog{
    String color;

    public Corgi(){
        color = "golden";
    }
}
```

```
public class Dog{
    String name;

    public Dog(){
        name = "Doggo";
    }

    public void bark(){
        System.out.println("Bark!");
    }
}
```

Inheritance - In combination

Given the previous slide, what does this code do?

```
Corgi a = new Corgi();  
a.bark();
```

Inheritance - In combination

Given the previous slide, what does this code do?

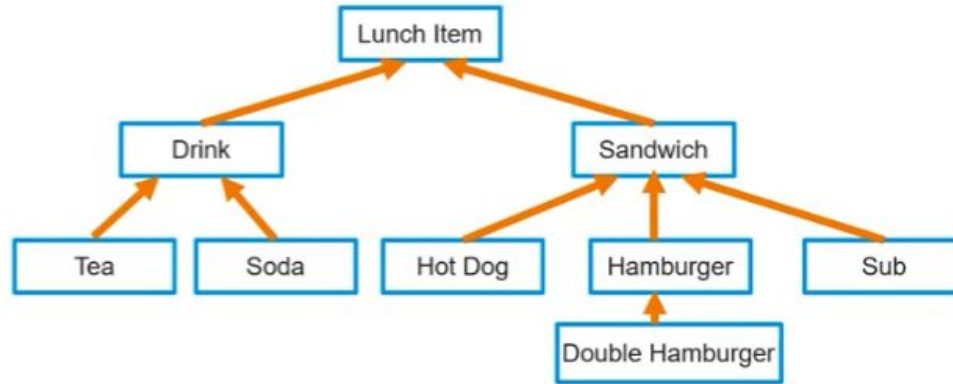
```
Corgi a = new Corgi();  
a.bark();
```

It outputs “Bark!”.

Even though Corgi doesn't have a bark method. It uses the Dog bark();

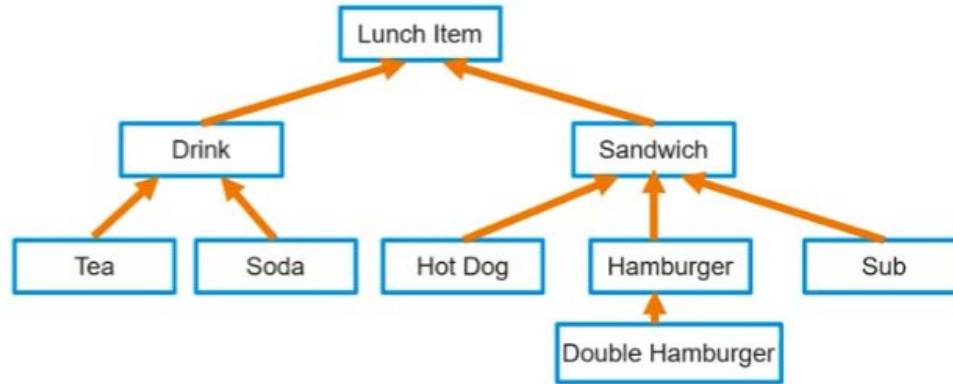
```
Bark!
```

Let's practice. Which are valid?



- public class Hamburger extends Sandwich
- public class Tea extends Drink
- public class Drink extends LunchItem
- public class Sandwich extends HotDog
- public class DoubleHamburger extends Sandwich
- public class Soda extends LunchItem
- public class DoubleHamburger extends Hamburger

Let's practice. Which are valid?



- public class Hamburger extends Sandwich ✓
- public class Tea extends Drink ✓
- public class Drink extends LunchItem ✓
- public class Sandwich extends HotDog ✗
- public class DoubleHamburger extends Sandwich ✗
- public class Soda extends LunchItem ✗
- public class DoubleHamburger extends Hamburger ✓

That's about it for Inheritance!
Methods and values can be passed down
from inherited classes.

Lab: Inheritance

- Look at the code given in basecode.
- Become familiar with the inheritance structure.
- Review Classes & Methods