REPORT ZNYN\_OOP\_DEMO\_30.  
  
\*Inheritance Example  
CLASS EMPLOYEE DEFINITION.  
  PUBLIC SECTION.  
    METHODS:  
      SET\_ATTRIBUTES  
        IMPORTING IM\_EMPLOYEE\_NO   TYPE I  
                  IM\_EMPLOYEE\_NAME TYPE STRING,  
      DISPLAY\_ATTRIBUTES.  
  PRIVATE SECTION.  
    DATA: NO   TYPE I,  
          NAME TYPE STRING.  
ENDCLASS.  
  
\*--- Employee - Implementation  
CLASS EMPLOYEE IMPLEMENTATION.  
  METHOD  SET\_ATTRIBUTES.  
    NO = IM\_EMPLOYEE\_NO.  
    NAME = IM\_EMPLOYEE\_NAME.  
  ENDMETHOD.  
  
  METHOD DISPLAY\_ATTRIBUTES.  
    WRITE:/ 'Employee', NO, NAME.  
  ENDMETHOD.  
ENDCLASS.  
  
\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
CLASS BLUECOLLAR\_EMPLOYEE DEFINITION  
           INHERITING FROM EMPLOYEE.  
  PUBLIC SECTION.  
    METHODS:  
      SET\_ATTRIBUTES REDEFINITION,  
      DISPLAY\_ATTRIBUTES REDEFINITION.  
ENDCLASS.  
  
\*---- CLASS BlueCollar\_Employee IMPLEMENTATION  
CLASS BLUECOLLAR\_EMPLOYEE IMPLEMENTATION.  
  METHOD  SET\_ATTRIBUTES.  
    CALL METHOD SUPER->SET\_ATTRIBUTES(  
        IM\_EMPLOYEE\_NO   = IM\_EMPLOYEE\_NO  
        IM\_EMPLOYEE\_NAME = IM\_EMPLOYEE\_NAME ).  
  
  ENDMETHOD.  
  
  METHOD DISPLAY\_ATTRIBUTES.  
    SUPER->DISPLAY\_ATTRIBUTES( ).  
  ENDMETHOD.  
ENDCLASS.  
  
DATA:  
\* Object references  
  O\_BLUECOLLAR\_EMPLOYEE1 TYPE REF TO BLUECOLLAR\_EMPLOYEE,  
  O\_BLUECOLLAR\_EMPLOYEE2 TYPE REF TO BLUECOLLAR\_EMPLOYEE.  
  
START-OF-SELECTION.  
\* Create bluecollar employee obeject  
  CREATE OBJECT O\_BLUECOLLAR\_EMPLOYEE1.  
  CREATE OBJECT O\_BLUECOLLAR\_EMPLOYEE2.  
  CALL METHOD O\_BLUECOLLAR\_EMPLOYEE1->SET\_ATTRIBUTES  
    EXPORTING  
      IM\_EMPLOYEE\_NO   = 1  
      IM\_EMPLOYEE\_NAME = 'Gylle Karen'.  
  CALL METHOD O\_BLUECOLLAR\_EMPLOYEE1->DISPLAY\_ATTRIBUTES.  
  
  CALL METHOD O\_BLUECOLLAR\_EMPLOYEE2->SET\_ATTRIBUTES  
    EXPORTING  
      IM\_EMPLOYEE\_NO   = 2  
      IM\_EMPLOYEE\_NAME = 'John Miller'.  
  CALL METHOD O\_BLUECOLLAR\_EMPLOYEE2->DISPLAY\_ATTRIBUTES. 