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CS210 HW9

1. Code reuse is the practice of reusing code again throughout a program.
2. There are differences between overloading and overriding a method. The main differences are that overloading a method reuses a method w/ different variables so it doesn’t disregard the original. Overriding methods occurs when a method is recalled with the same exact parameters and there for it overwrites the original method values.
3. Syntax to indicate that class A is a subclass of B:  
   public class A extends B {
4. This keyword refers to values within a method, and super regards to the superclass’s values.
5. //
6. public UnderGraduateStudent (String name) {

super (name, 18);  
year = 0; }

1. public void setAge (int age) {

super.setAge (age);  
year++; }

1. vroom  
   car 1  
   car 2  
   vroom  
   truck 1  
   car 2
2. vroomvroom  
   truck 1  
   car 1
3. //
4. B 2  
   A  
   A 1  
     
   D 2  
   C  
   C 1

A 2  
A  
A 1  
  
A 2  
C  
C 1

1. flute  
   shoe 1  
   flute 2  
     
   flute  
   blue 1  
   flute 2  
     
   moo  
   moo 1  
   moo 2  
     
   moo  
   blue 1  
   moo 2
2. moo 2  
   blue 1  
   moo  
     
   moo 2  
   moo 1  
   moo  
     
   flute 2  
   shoe 1  
   flute  
     
   flute 2  
   blue 1  
   flute
3. squid  
   creature 1  
   tentacles  
     
   BIG!  
   spout  
   creature 2  
     
   ocean-dwelling  
   creature 1  
   creature 2  
     
   ocean-dwelling  
   warm-blooded  
   creature 2
4. creature 2  
   ocean-dwelling  
   creature 1  
     
   tentacles  
   squid  
   creature 1  
     
   creature 2  
   ocean-dwelling  
   warm-blooded  
     
   creature 2  
   BIG!  
   spout
5. //
6. //
7. //
8. //
9. 52 subclasses would cause unnecessary clutter in design. One class with two type fields for rank and suit would be more ideal.