

Exercise 5 – Inheritance and Polymorphism

Objective

The objective of this exercise is to look at object hierarchies and implement some classes which extend from one another and use method specifications (abstract methods) to define behaviors.

Overview

This exercise is going to look at three classes, **Shape**, **Rectangle** and **Circle**. There is also a 'helper' class called **Point** which stores an x and y coordinate pair allowing us to return the current coordinates of the shape.

Inheritance

1. Create the **Point** class
 - a. This has two fields, x and y
2. Create a **Shape** class
 - a. A shape has four fields, a String name, a String colour and two doubles for the position called x and y
 - b. Make the class abstract and add two abstract methods:
 - i. `getArea()` that returns a float
 - ii. `getCenterPoint()` that returns a float

Now we want to write the concrete implementations of the class

3. Create a class called **Rectangle**

Rectangles are a type of shape that also store the height and width of the rectangle. They have a method "isSquare" which returns a Boolean value stating if the rectangle is a square (if the height and the width are the same).

 - a. Rectangles are a sub-class of Shape, so we need to extend the Shape class at the class declaration
 - b. As well as the standard shape classes we want our rectangle to store a height and a width field, declare these variables in the class.
 - c. Now write the `__init__` for the Rectangle, it should take in all the parameters required to setup the Shape object and also the parameters required for the rectangle.
 - d. Implement the method `isSquare()`, this should return a Boolean value based on whether the height and the width are the same value
 - e. Finally, we need to override the abstract methods in the shape class. Implement the `getArea()` method and the `getCenterPoint()` method for the rectangle class
 - f. Test your method by creating few rectangle objects and print out the contents of the objects
4. Next we want to create a **Circle** class

A circle is a shape that also stores the radius of the shape.

 - a. Create the circle class, remember to extend Shape
 - b. Implement the new fields, and abstract methods for the class
 - i. The circle class does not have a `isSquare()` method as it would make no sense!

- ii. The area of a circle is (πr^2) the value of π is available for use from the Math package, see if you can find it in the library and use that rather than writing the number
- c. Test the class by creating a few circle objects and printing out their contents