
河南工业大学

《JAVA 程序设计》课堂作业

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课堂作业 继承和重写的测试

```
//homrwork4.class
package Ball;

public class homework4 {
    public static void main(String []args){
        Basketball MyBasketBall=new Basketball();
        Football MyFootball=new Football();
        PingPong MyPingPong=new PingPong();
        MyBasketBall.Play();
        MyFootball.Play();
        MyPingPong.Play();
    }
}
```

```
//Ball.class

package Ball;

public class Ball {
    private String BallName=null;
    private double Radius=0;
    private double Weight=0;
    private double Price=0;
    Ball(){
    }
    Ball(String _BallName,double _Radius,double _Weight,double _Price) {
        this.BallName=_BallName;
        this.Radius=_Radius;
        this.Weight=_Weight;
        this.Price=_Price;
    }
}
```

```
}
    private void SetInfo(String _BallName,double _Radius,double
_weight,double _Price) {
        this.BallName=_BallName;
        this.Radius=_Radius;
        this.Weight=_Weight;
        this.Price=_Price;
    }
    public void Play() {};
}

class FootBall extends Ball {
    FootBall(){super();}
    FootBall(String _BallName,double _Radius,double _Weight,double
_Price){super(_BallName,_Radius,_Weight,_Price);}
    @Override
    public void Play () {
        System.out.println("Playing the football by your feet!");
    }
}

class BasketBall extends Ball {
    BasketBall(){super();}
    BasketBall(String _BallName,double _Radius,double _Weight,double
_Price){super(_BallName,_Radius,_Weight,_Price);}
    @Override
    public void Play () {
        System.out.println("Playing the basketball by your hands!");
    }
}

class PingPong extends Ball {
    PingPong(){super();}
    PingPong(String _BallName,double _Radius,double _Weight,double
_Price){super(_BallName,_Radius,_Weight,_Price);}
    @Override
    public void Play () {
        System.out.println("Playing the pingpong by your ping pong
paddles!");
    }
}
```