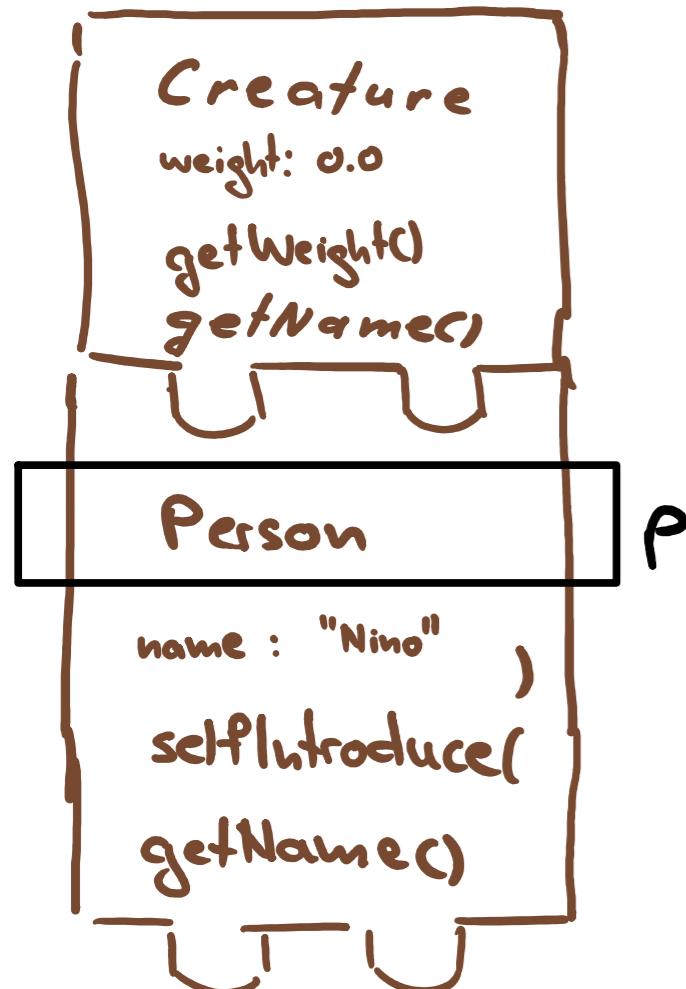


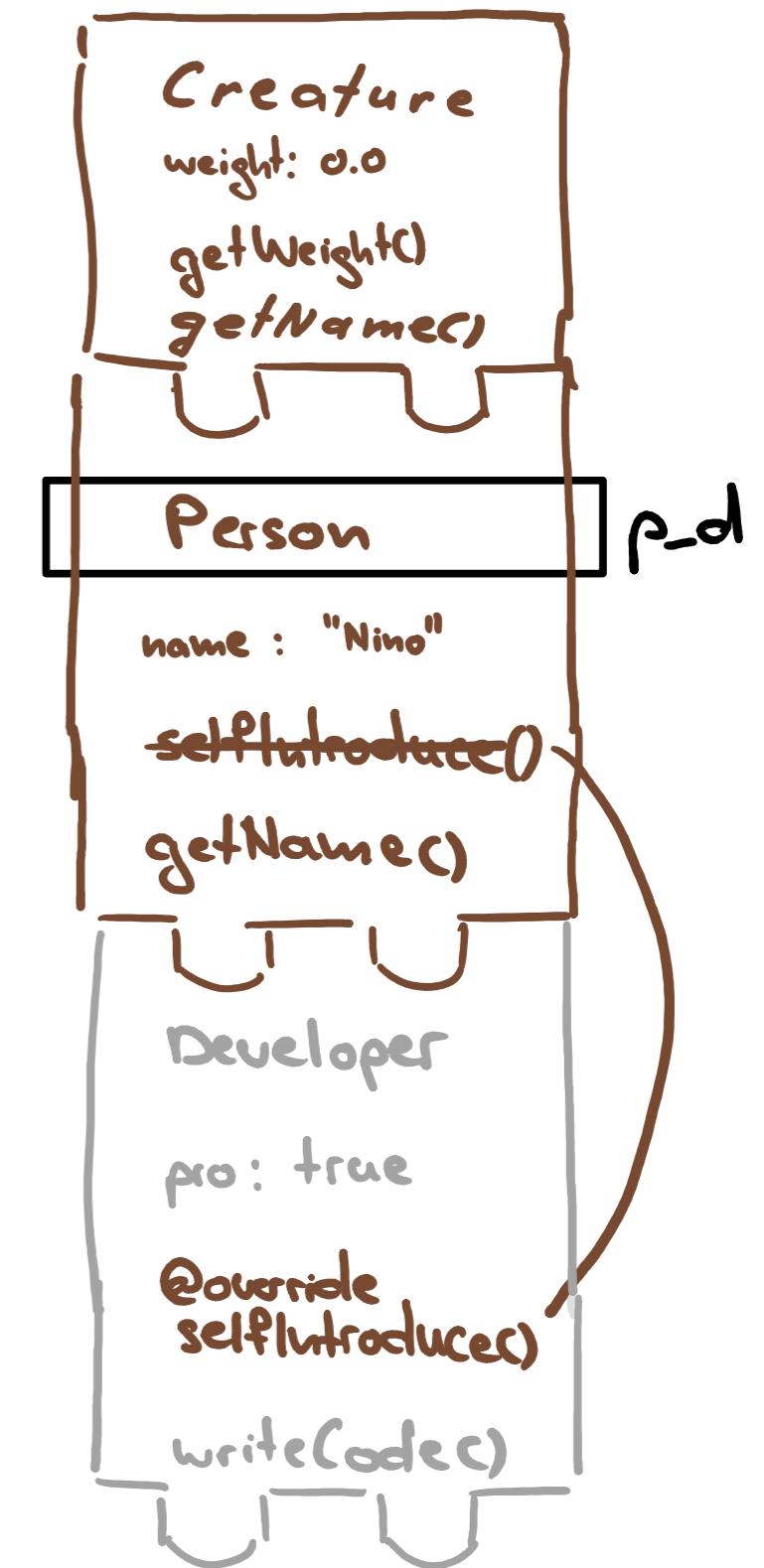
Person p =
new Person("Nino")



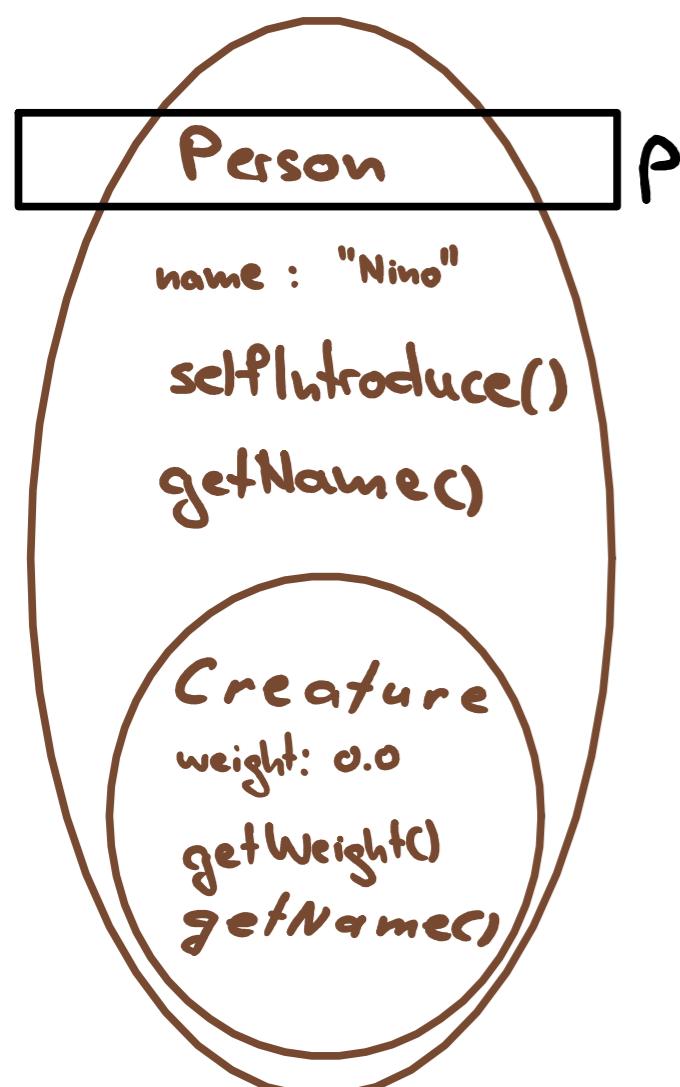
Developer d =
new Developer("Nino",true)



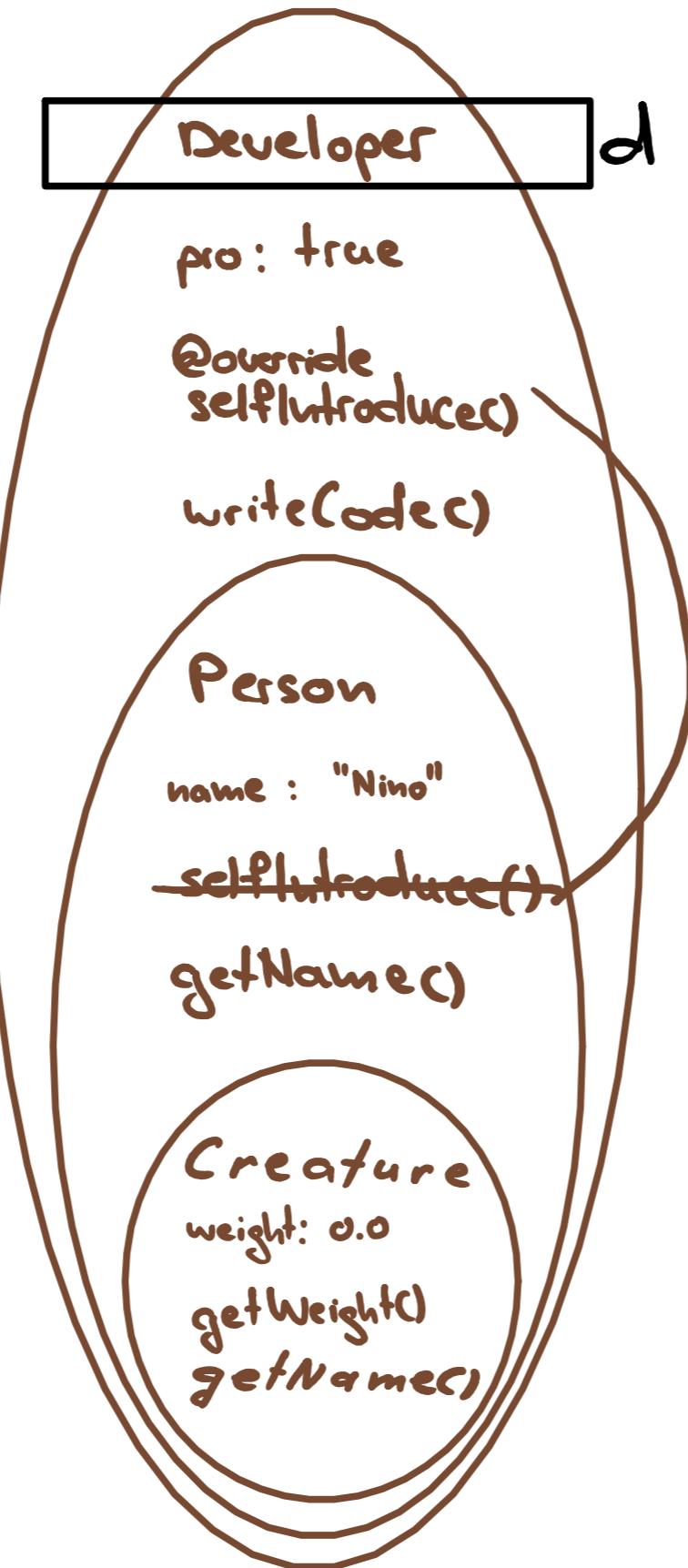
Person pd =
new Developer("Nino",true)



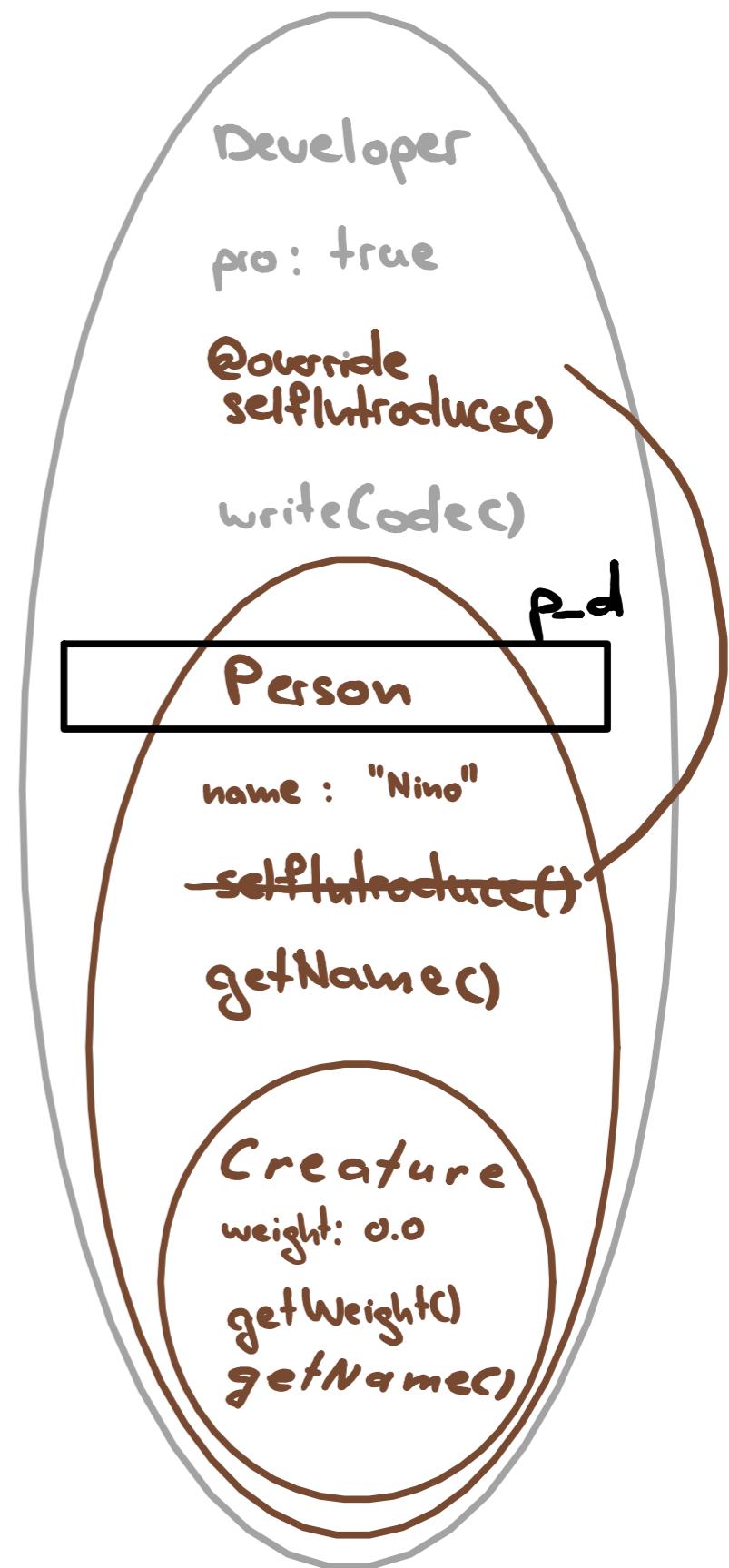
Person p =
new Person("Nino")



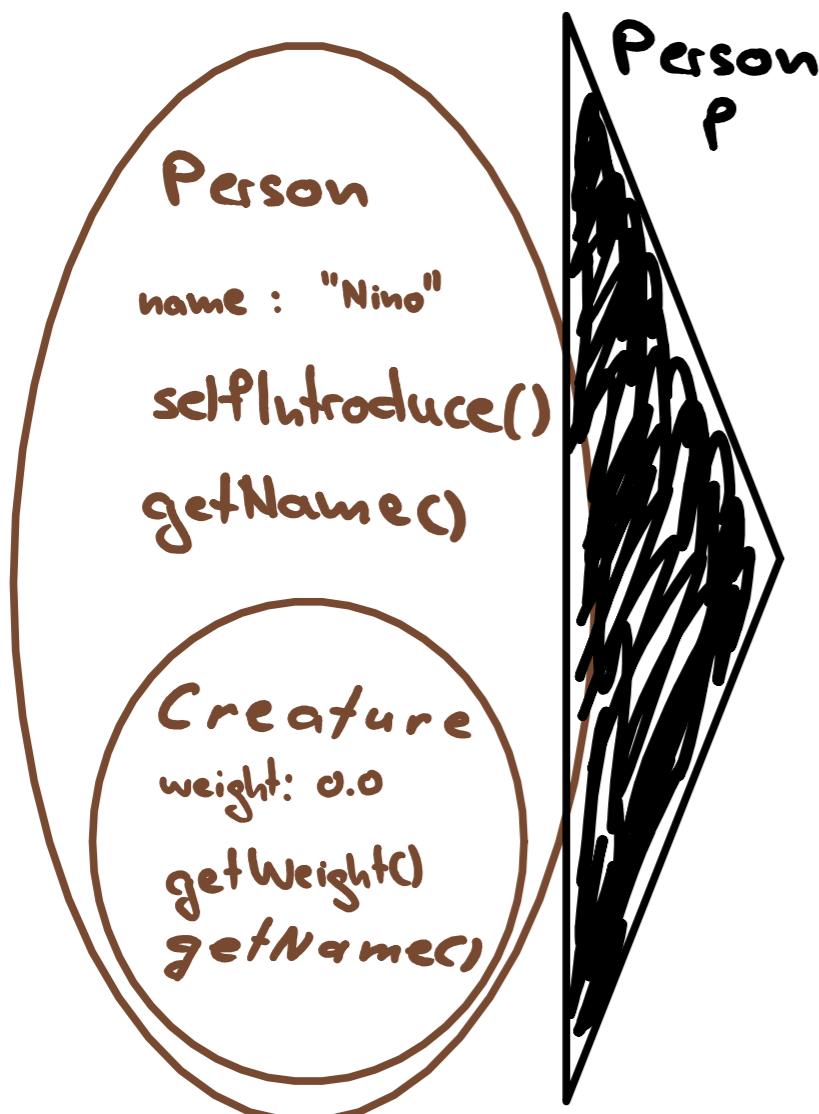
Developer d =
new Developer("Nino",true)



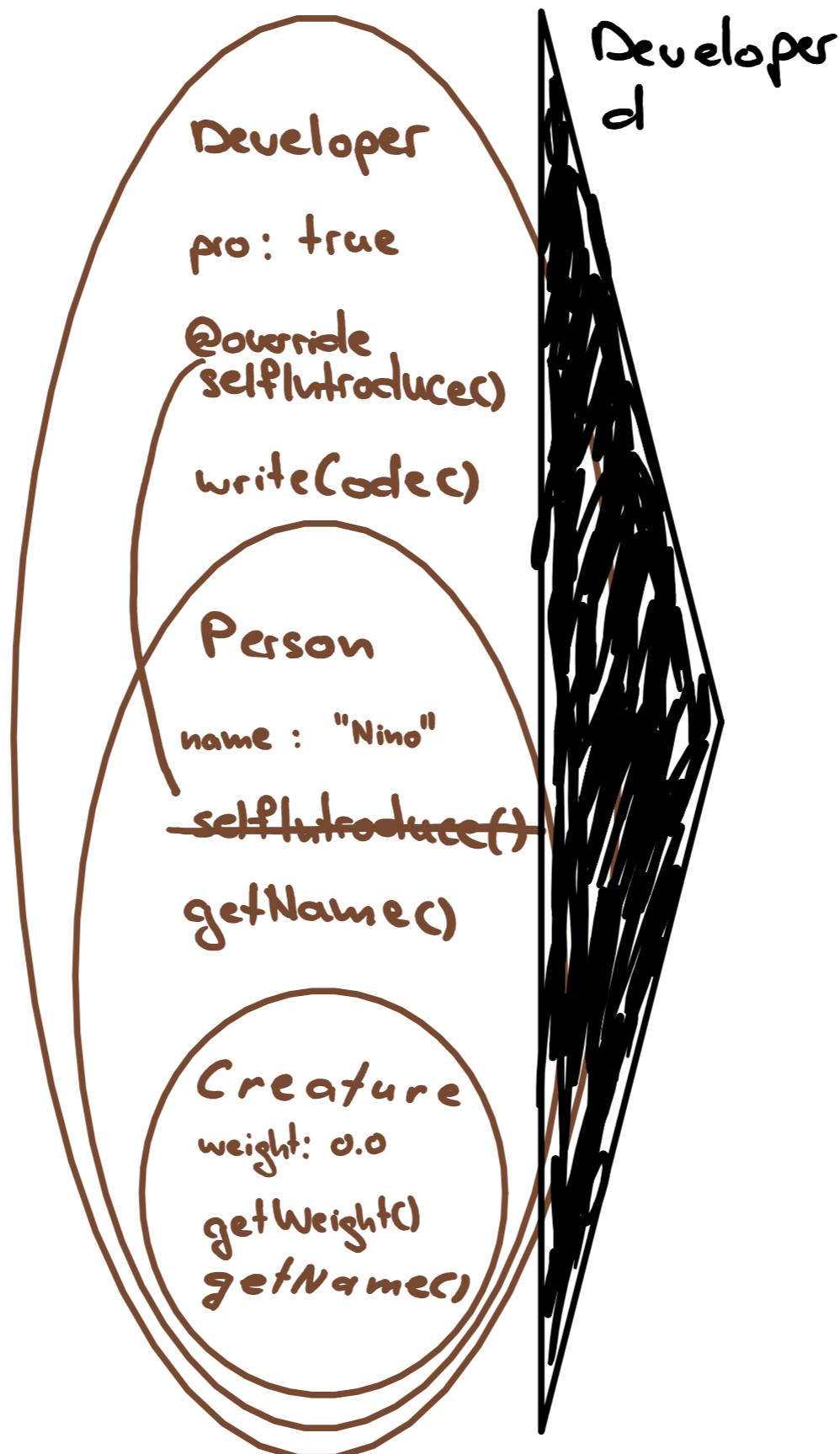
Person pd =
new Developer("Nino",true)



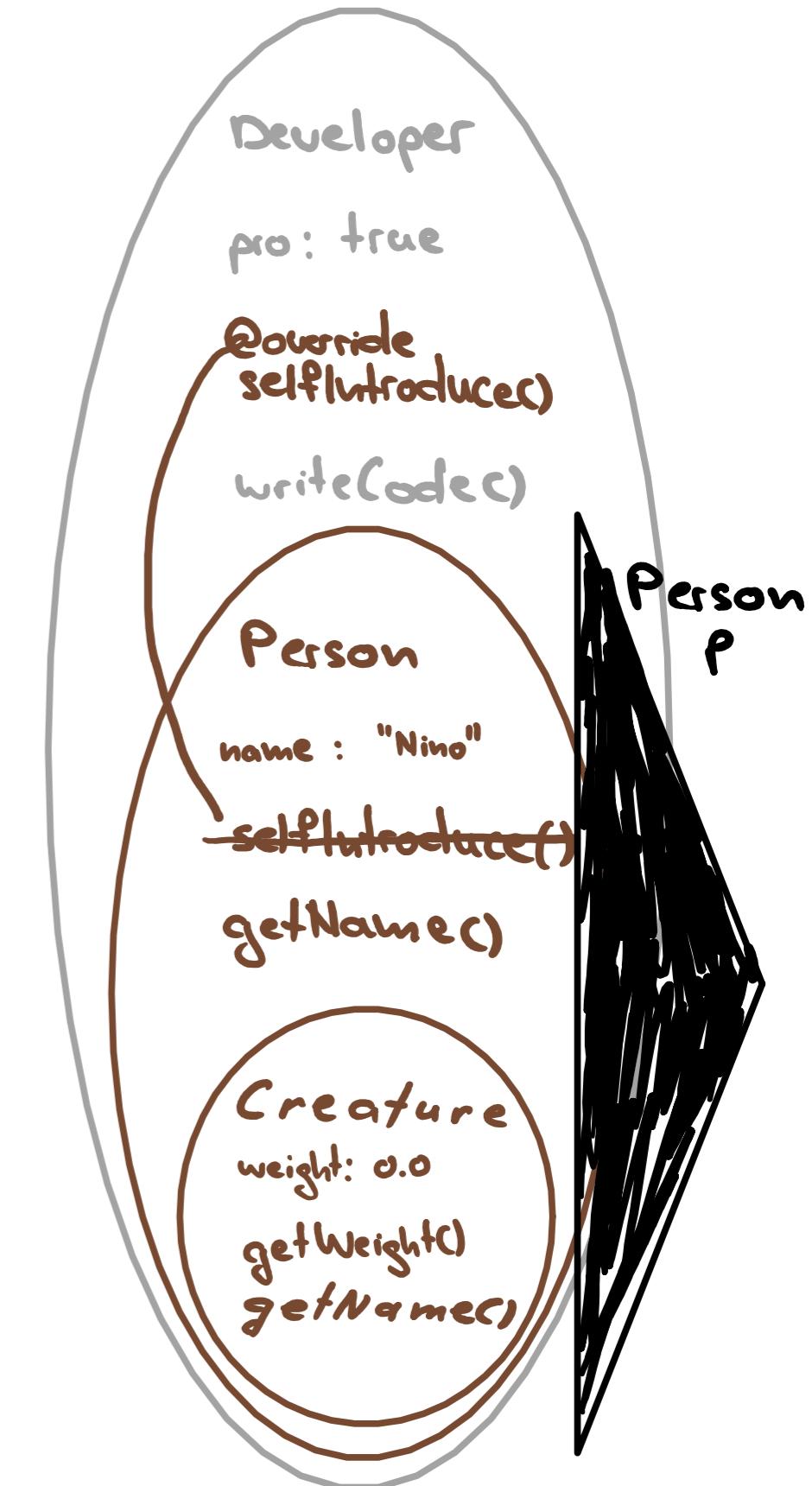
Person p =
new Person("Nino")



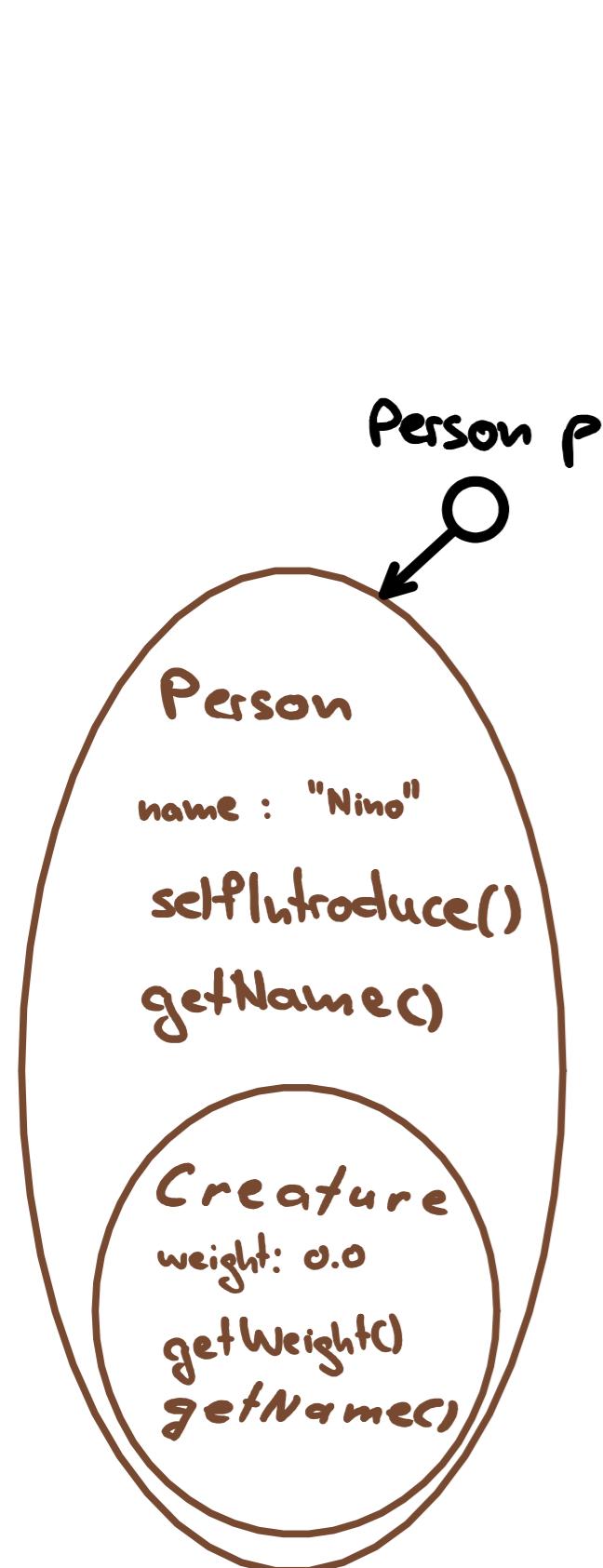
Developer d =
new Developer("Nino",true)



Person pd =
new Developer("Nino",true)



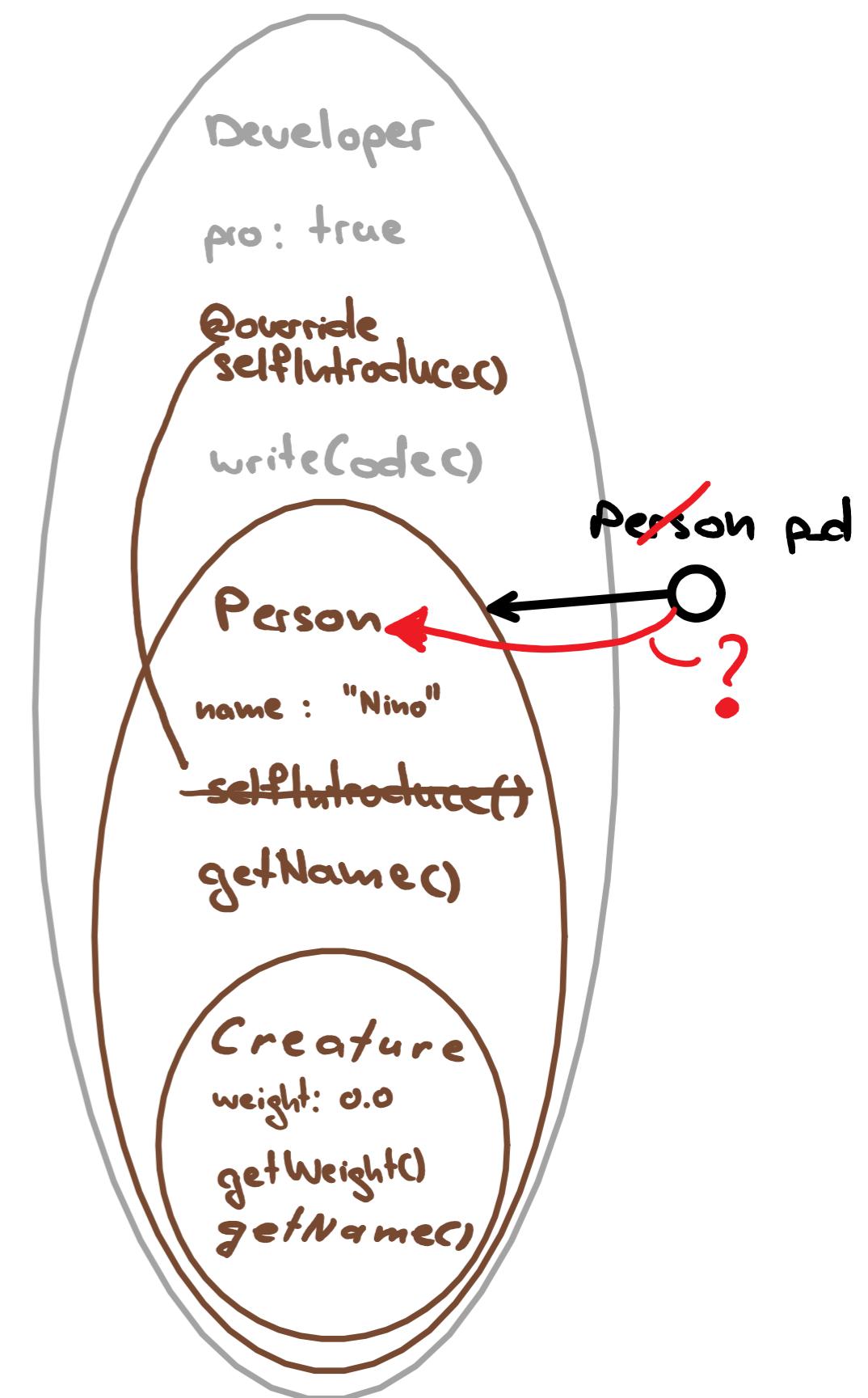
Person p =
new Person("Nino")



Developer d =
new Developer("Nino",true)



Person pd =
new Developer("Nino",true)

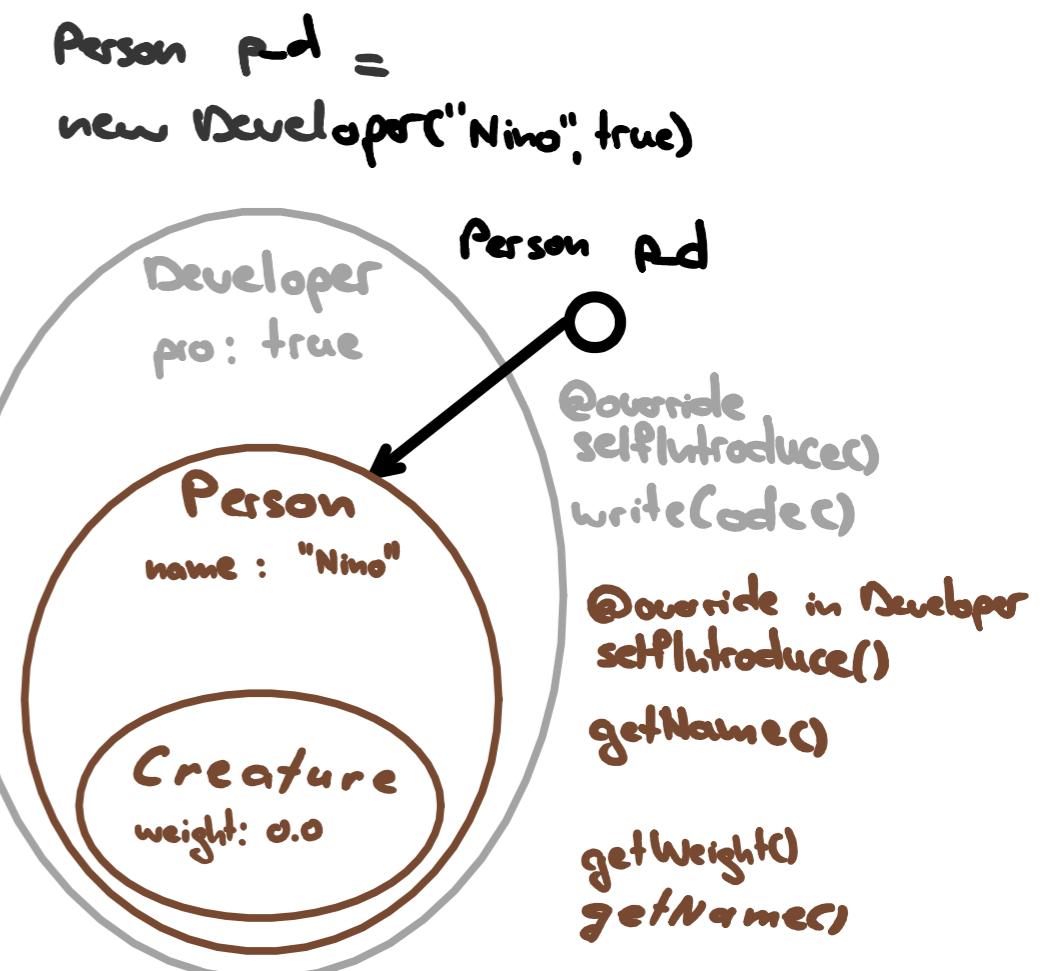
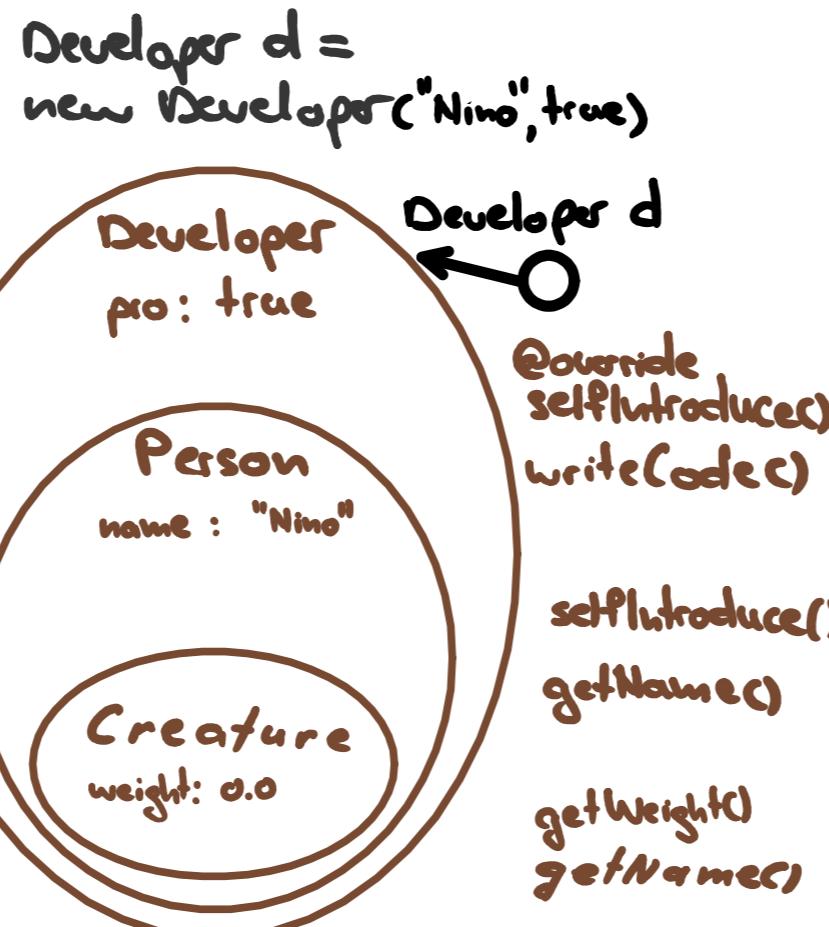
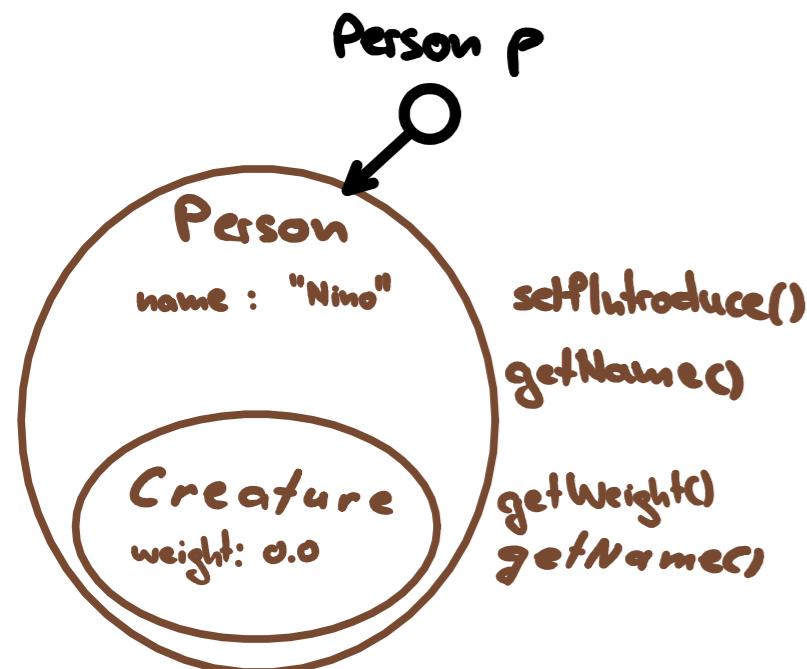


06methodenOnClick

Alternativ Methoden/Attribute ausblenden/einblenden toggle

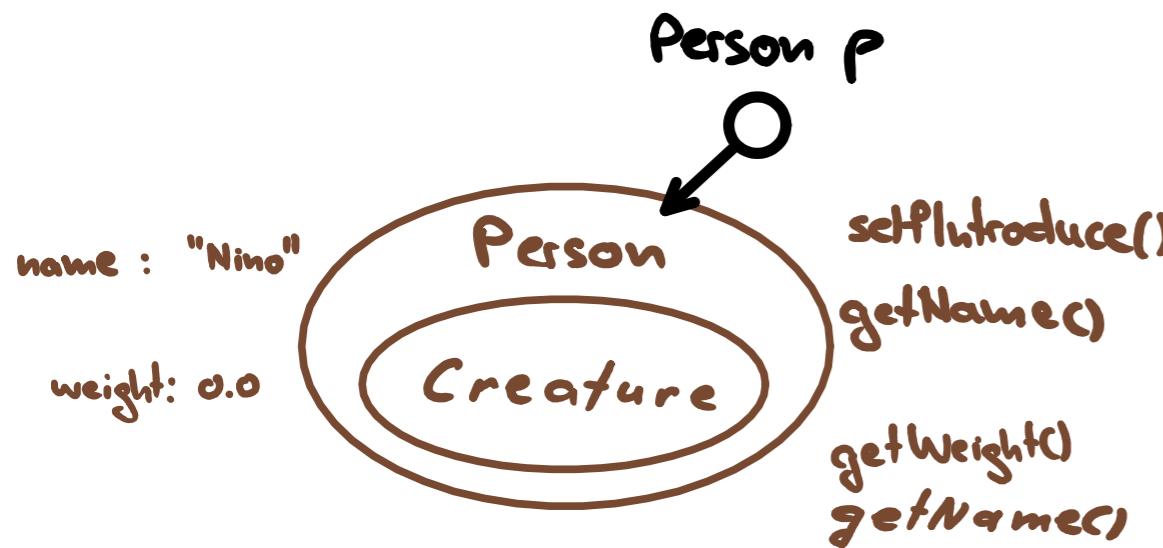
++ Mehrere Referenzen auf gleiches Objekt einfach

Person p =
new Person("Nino")

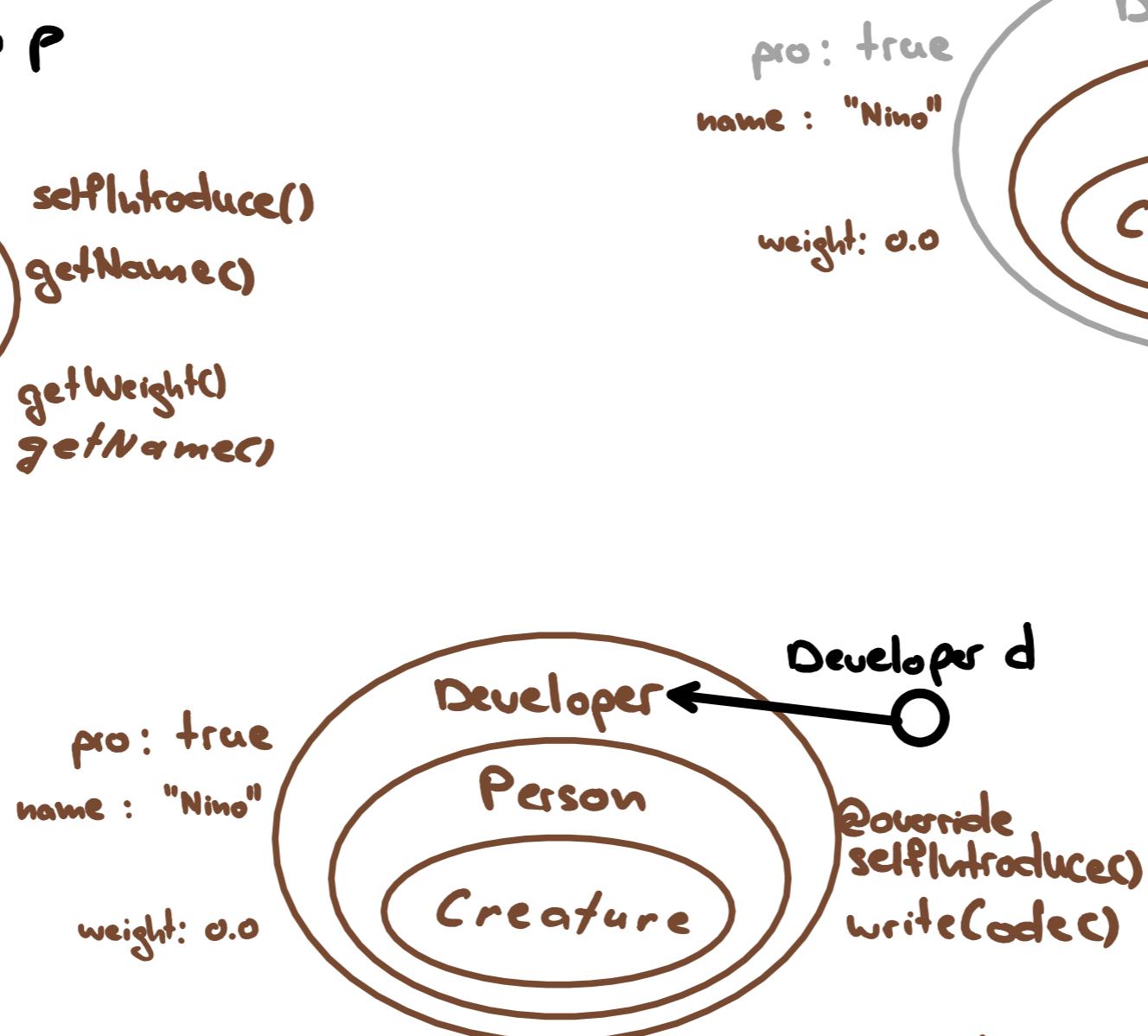


07attrMethAusblenden

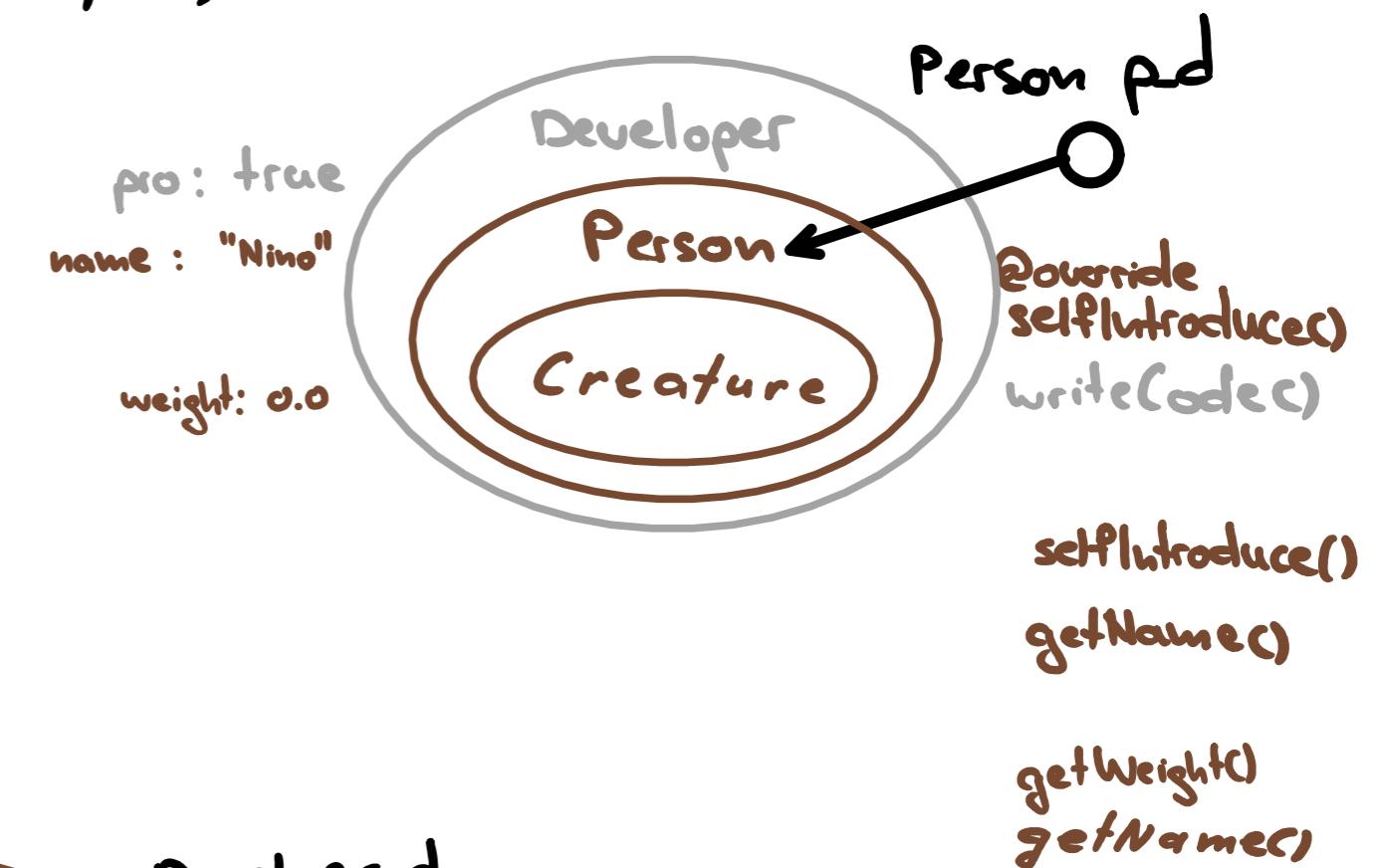
Person p =
new Person("Nino")



Developer d =
new Developer("Nino",true)

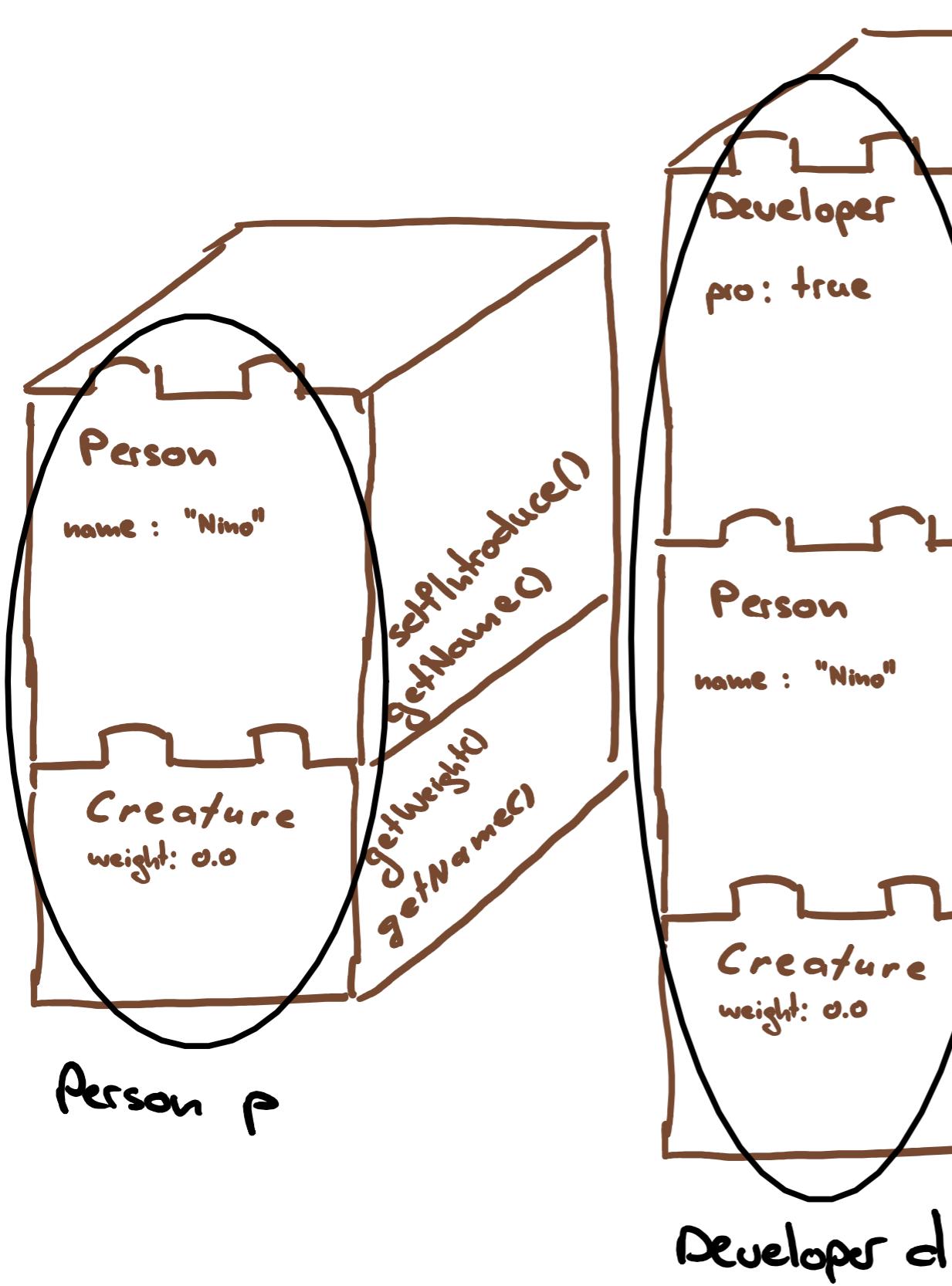


Person p.d =
new Developer("Nino",true)

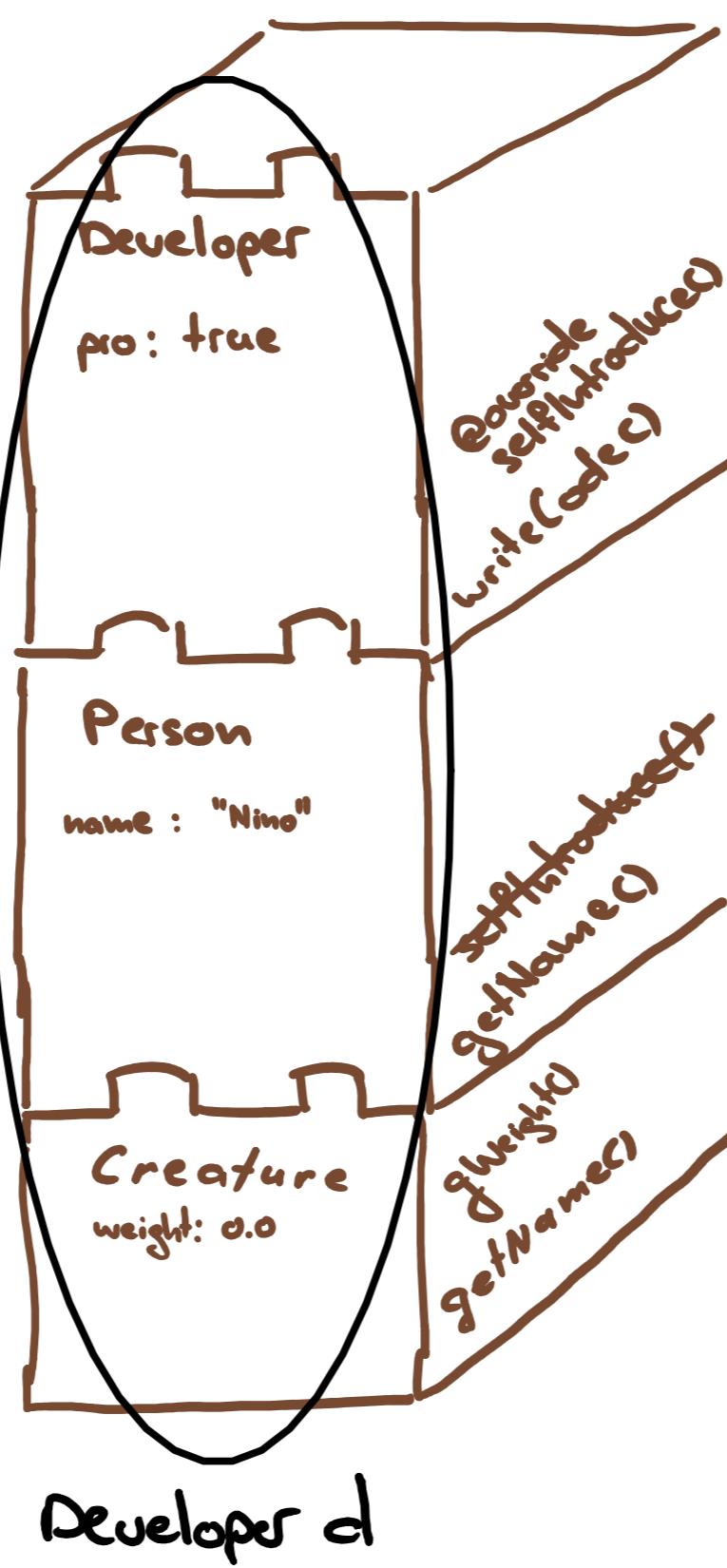


selfIntroduce()
getNamec()
getWeight()
getNamesc()

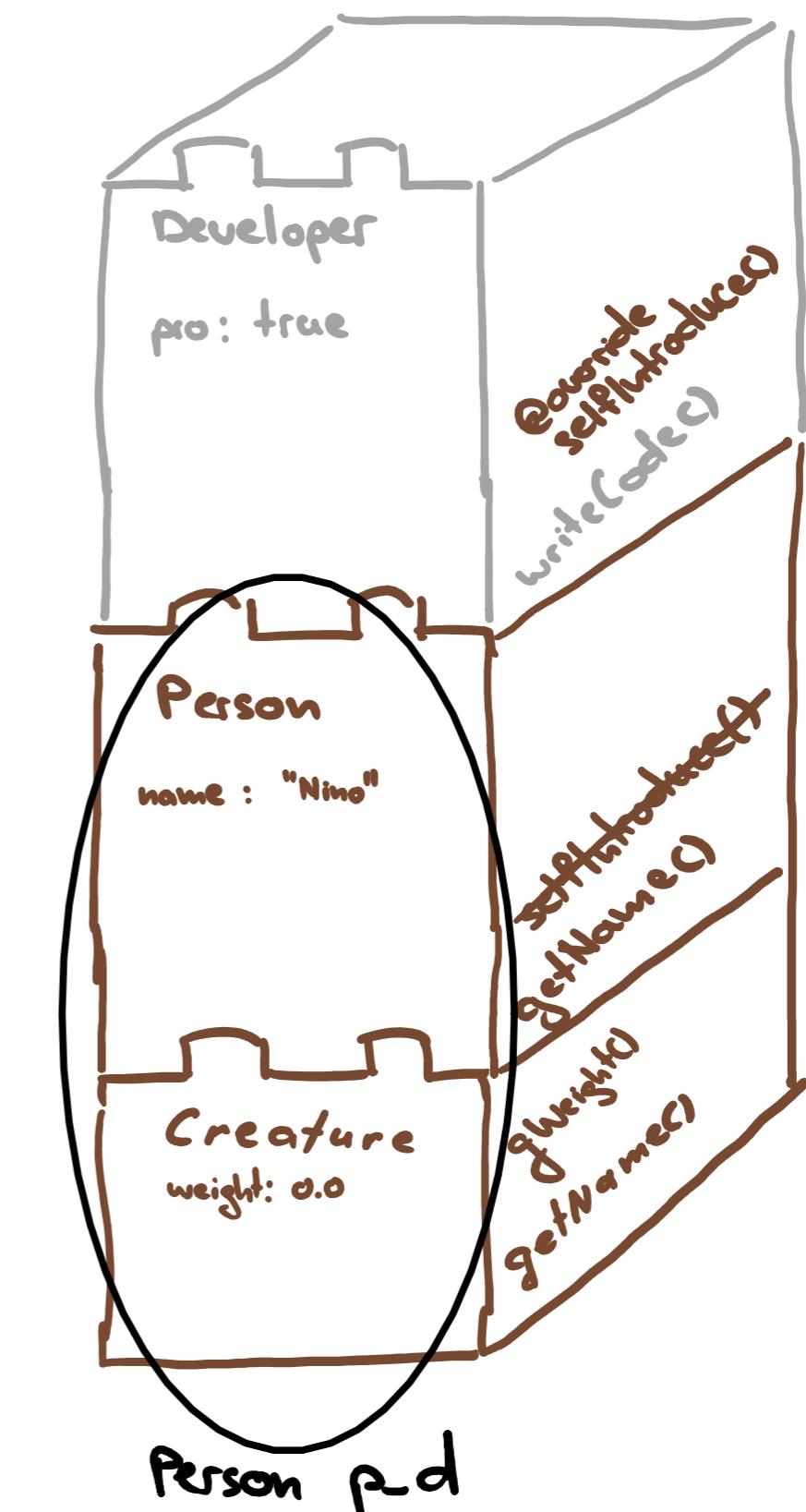
Person p =
new Person("Nino")

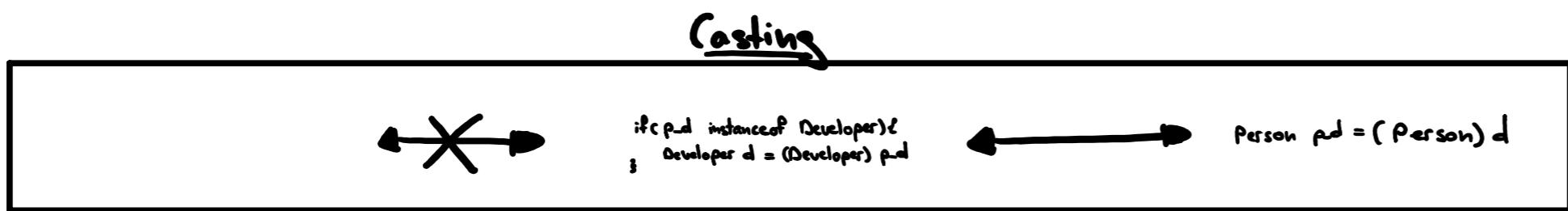


Developer d =
new Developer("Nino",true)



Person p-d =
new Developer("Ni", "true")

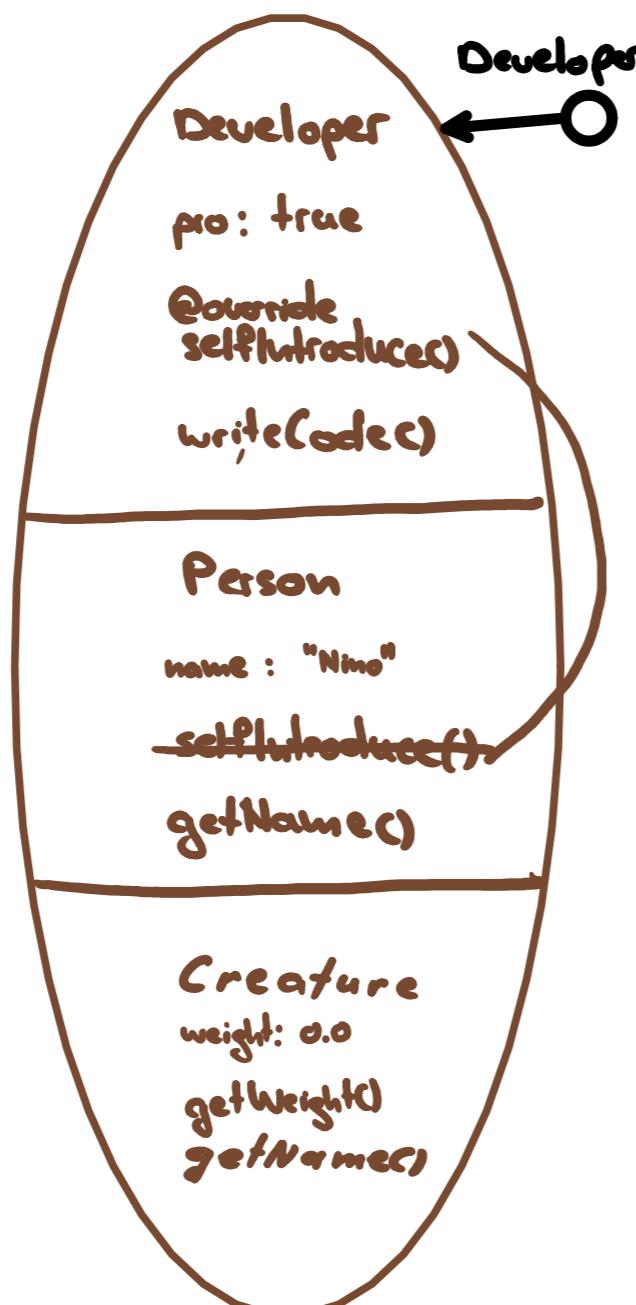
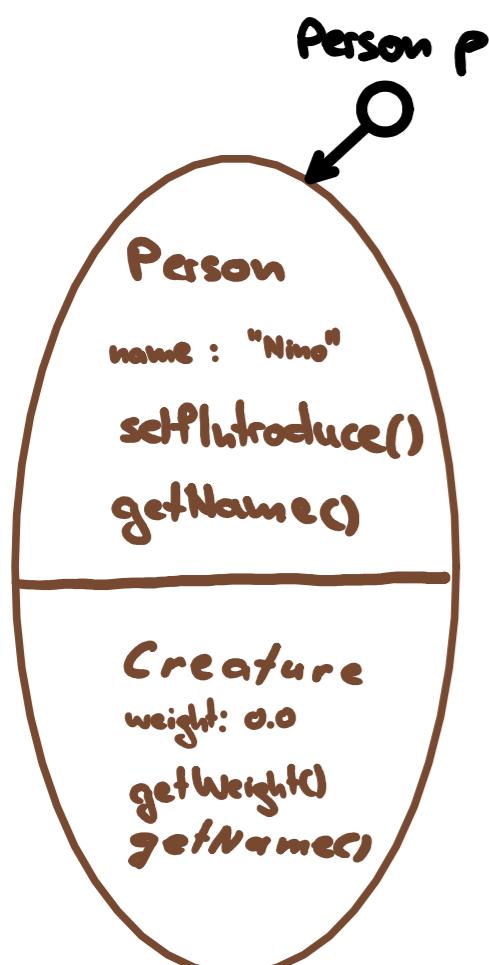




Person p =
new Person("Nino")

Developer d =
new Developer("Nino",true)

Person pd =
new Developer("Nino",true)



Casting

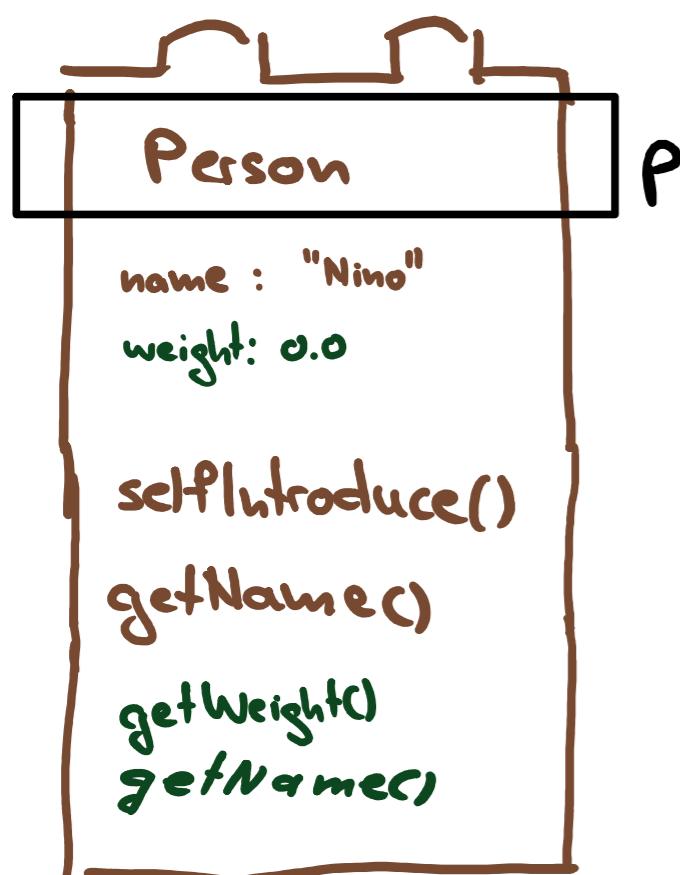


```
if (p_d instanceof Developer){  
    Developer d = (Developer) p_d
```

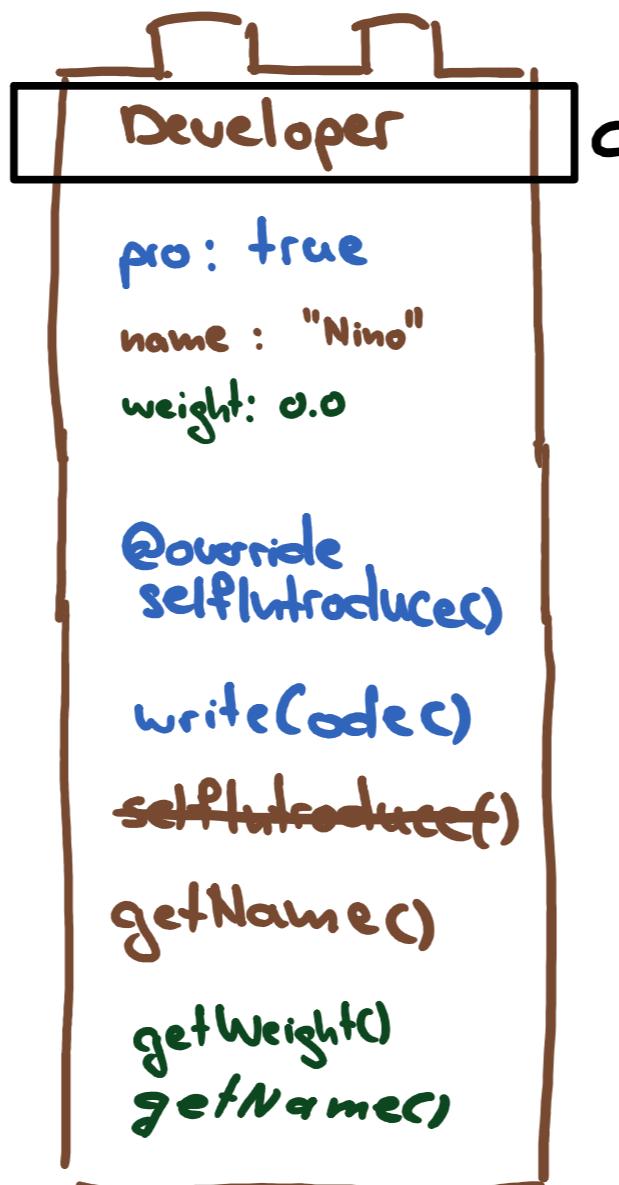


```
Person p_d = (Person) d
```

Person p =
new Person("Nino")



Developer d =
new Developer("Nino", true)



Person p_d =
new Developer("Nino", true)

