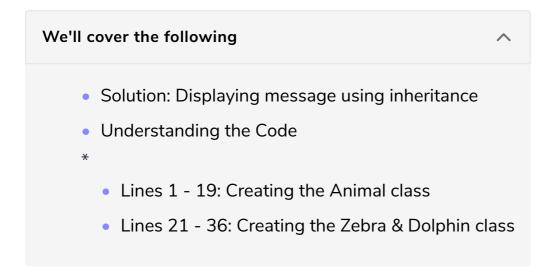
Solution Review: Displaying Message Using Inheritance

In this review, solution of the challenge 'Displaying Message Using Inheritance' from the previous lesson is provided.



Solution: Displaying message using inheritance

```
class Animal {
                                                                                                6
    private int age;
    private String name;
    void set_data(int a, String b) {
        age = a;
        name = b;
    }
    public String getName() {
        return name;
    public int getAge() {
        return age;
}
class Zebra extends Animal {
    String message_zebra(String str) {
        str = "The zebra named " + getName() + " is " + getAge() + " years old. The zebra comes from
        return str;
    }
}
class Dolphin extends Animal {
```

```
String message_dolphin(String str) {
    str = "The dolphin named " + getName() + " is " + getAge() + " years old. The dolphin come
    return str;
}
```







Understanding the Code

Lines 1 - 19: Creating the Animal class

- On lines 3,4 the member variables are declared that are **private** to the student class. These include an **int** type variable age and a second variable is also declared, name which is of type **String**.
- From lines 6-10 is the *method* named set_data. This according to the requirements, takes in parameters and sets both age and name to the passed parameters.
- From lines 12-14, is the method <code>getName()</code> which returns a **String** type of value.
- Lines 16-18 show the method getAge() which returns a int type of value.

Lines 21 - 36: Creating the Zebra & Dolphin class

• The Zebra & Dolphin class inherit from the Animal class, each contain only one method named method_zebra and method_dolphin respectively. A variable str is being passed to the methods to store the output **String** according to the respective classes. Getters are used to showcase the inheritance because we are using them without instantiating the Animal class.

Let's wrap up this chapter by solving a quiz in the upcoming lesson.