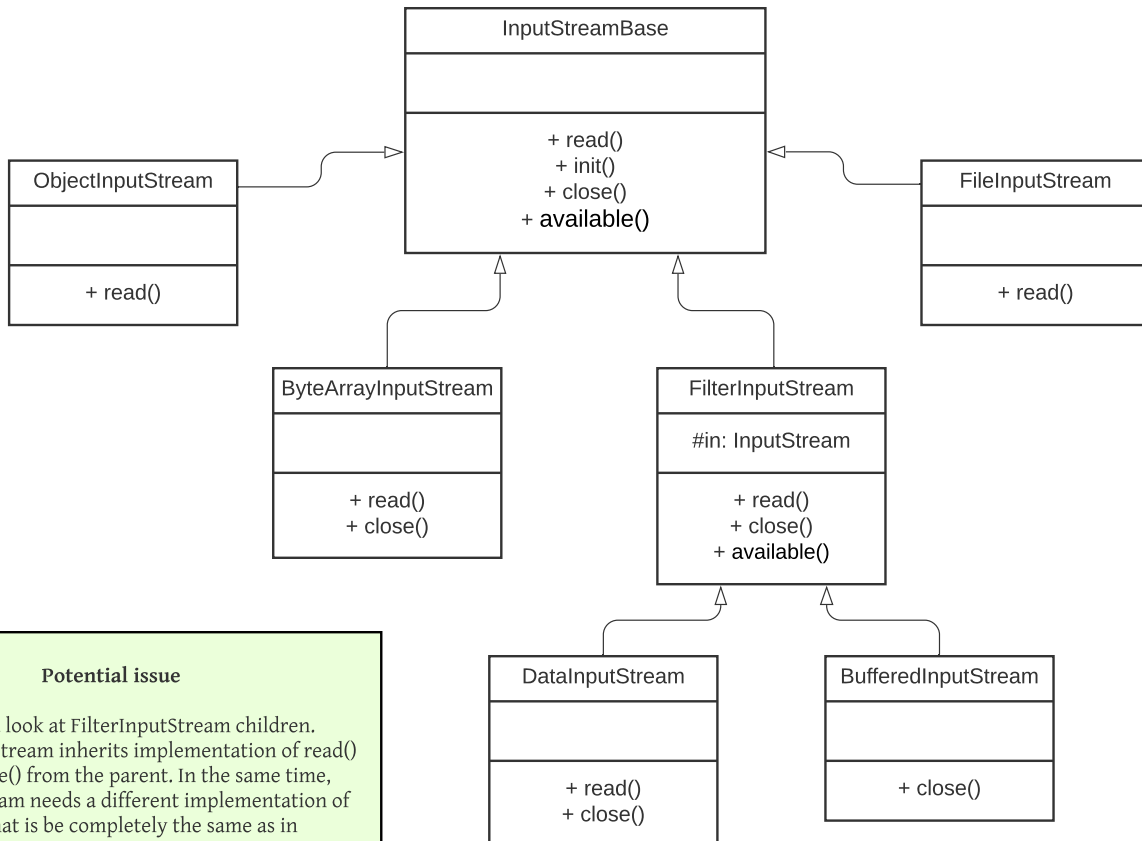


Implement different types of  
InputStreams using  
inheritance to achieve code  
reuse



#### Potential issue

Lets take a look at `FilterInputStream` children.  
`BufferedInputStream` inherits implementation of `read()`  
and `available()` from the parent. In the same time,  
`DataInputStream` needs a different implementation of  
`read()` that is be completely the same as in  
`ByteArrayInputStream`.

But, `DataInputStream` can't reuse `read()` of the  
`ByteArrayInputStream` because they are not on the same  
branch of the class hierarchy tree.

Inheritance is losing over composition since it doesn't  
allow to reuse code horizontally in class hierarchy.

