

Inheritance

Ofwel: overnemen van eigenschappen.

Dog

bark()
eat()
sleep()

Cat

climb()
eat()
sleep()

Duplicate code!

Dog

```
bark()  
eat()  
sleep()
```

Cat

```
climb()  
eat()  
sleep()
```

Duplicate code... is dat erg?

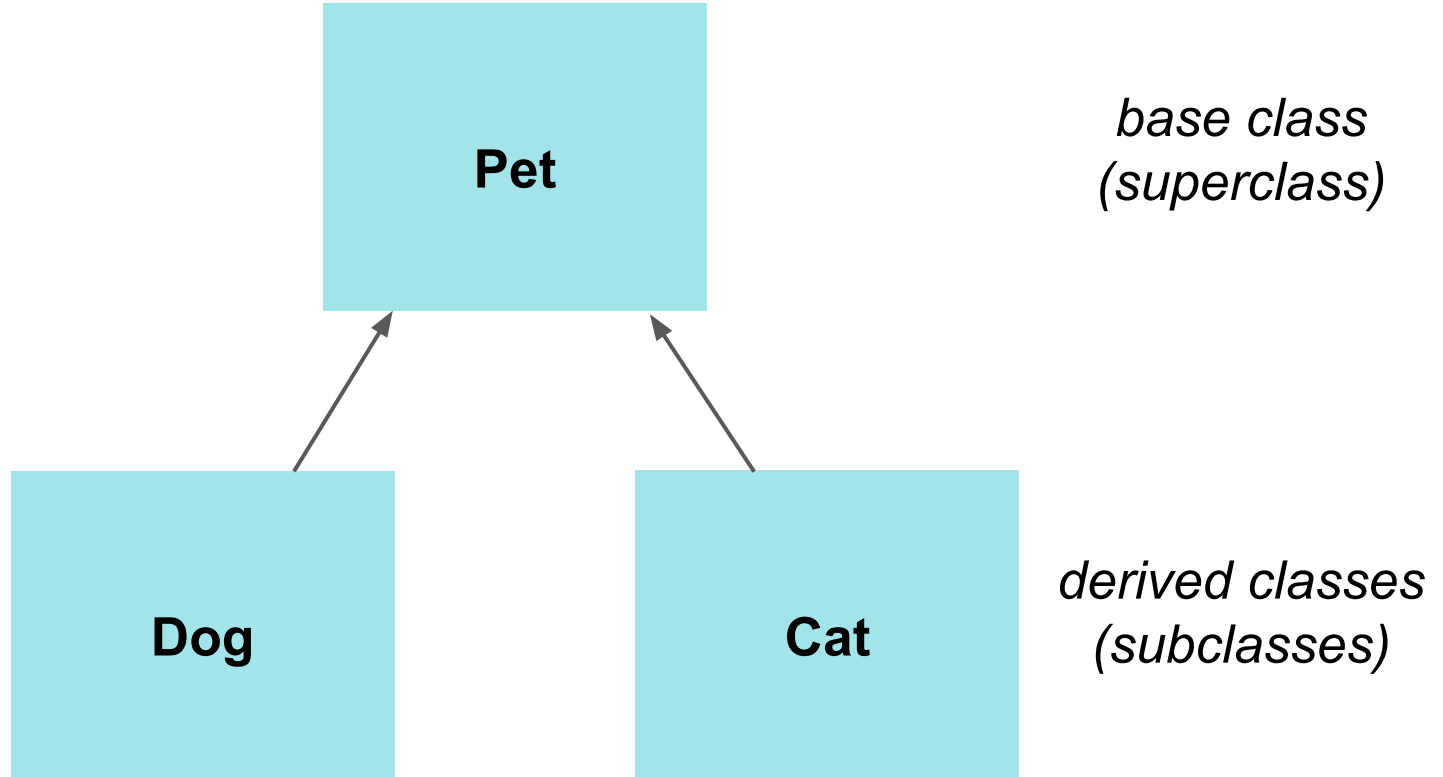
Dog

```
bark()  
eat()  
sleep()
```

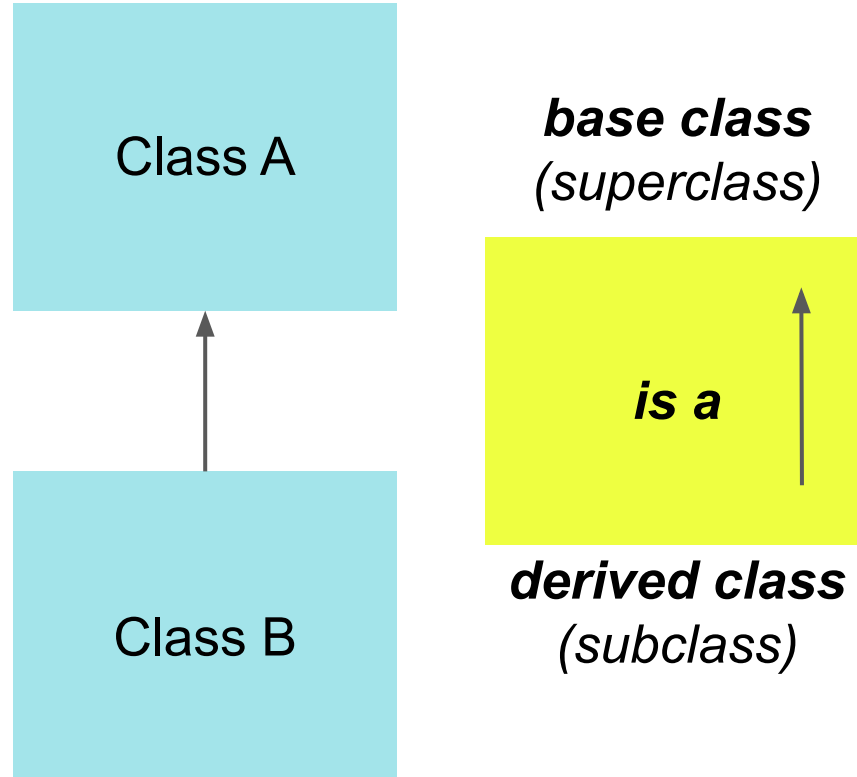
Cat

```
climb()  
eat()  
sleep()
```

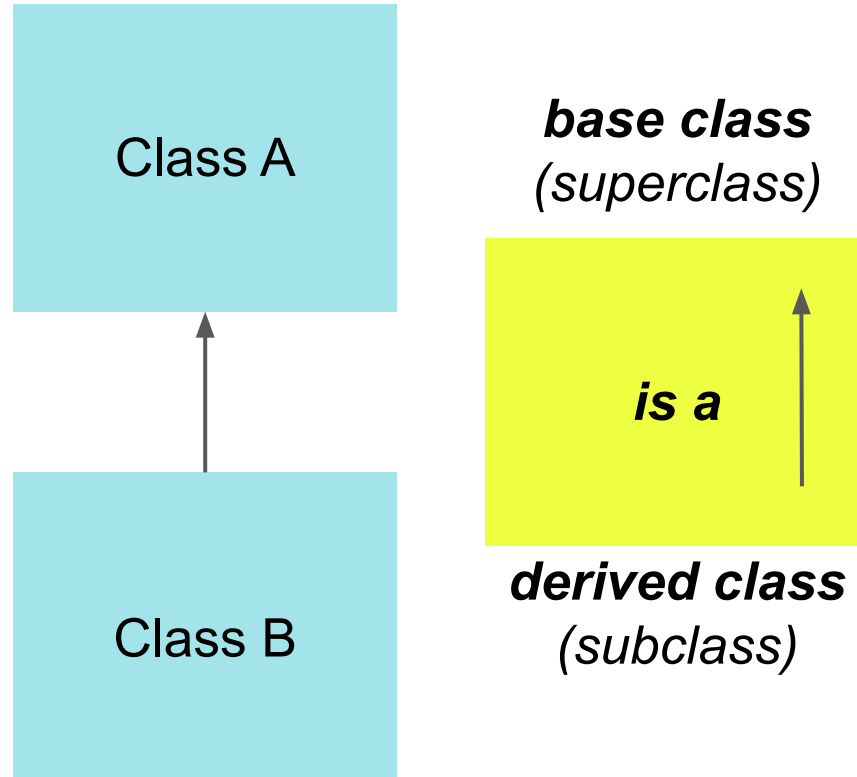
Inheritance



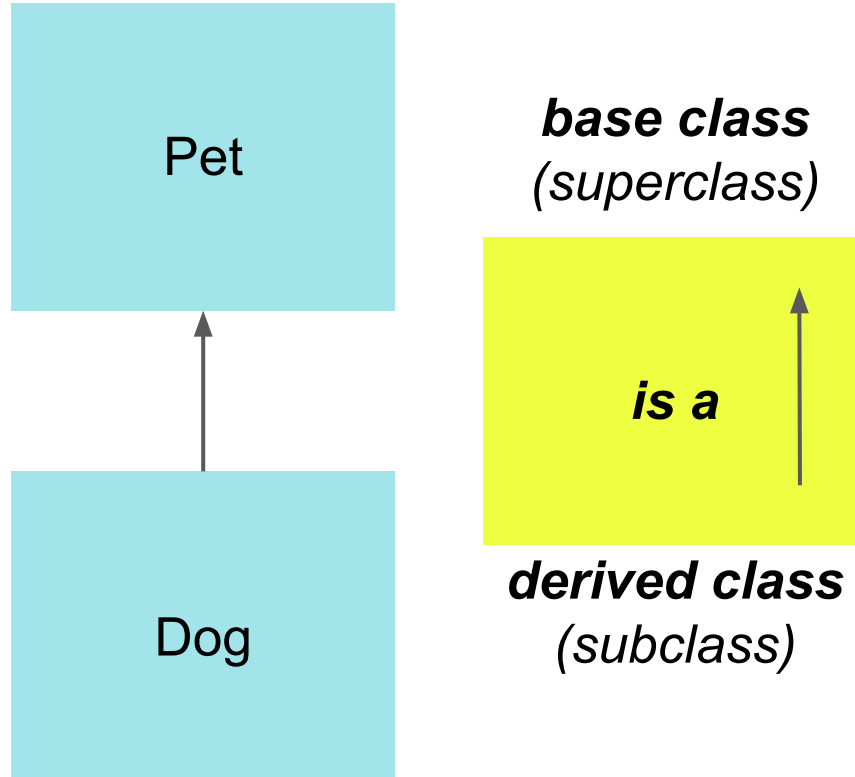
Inheritance



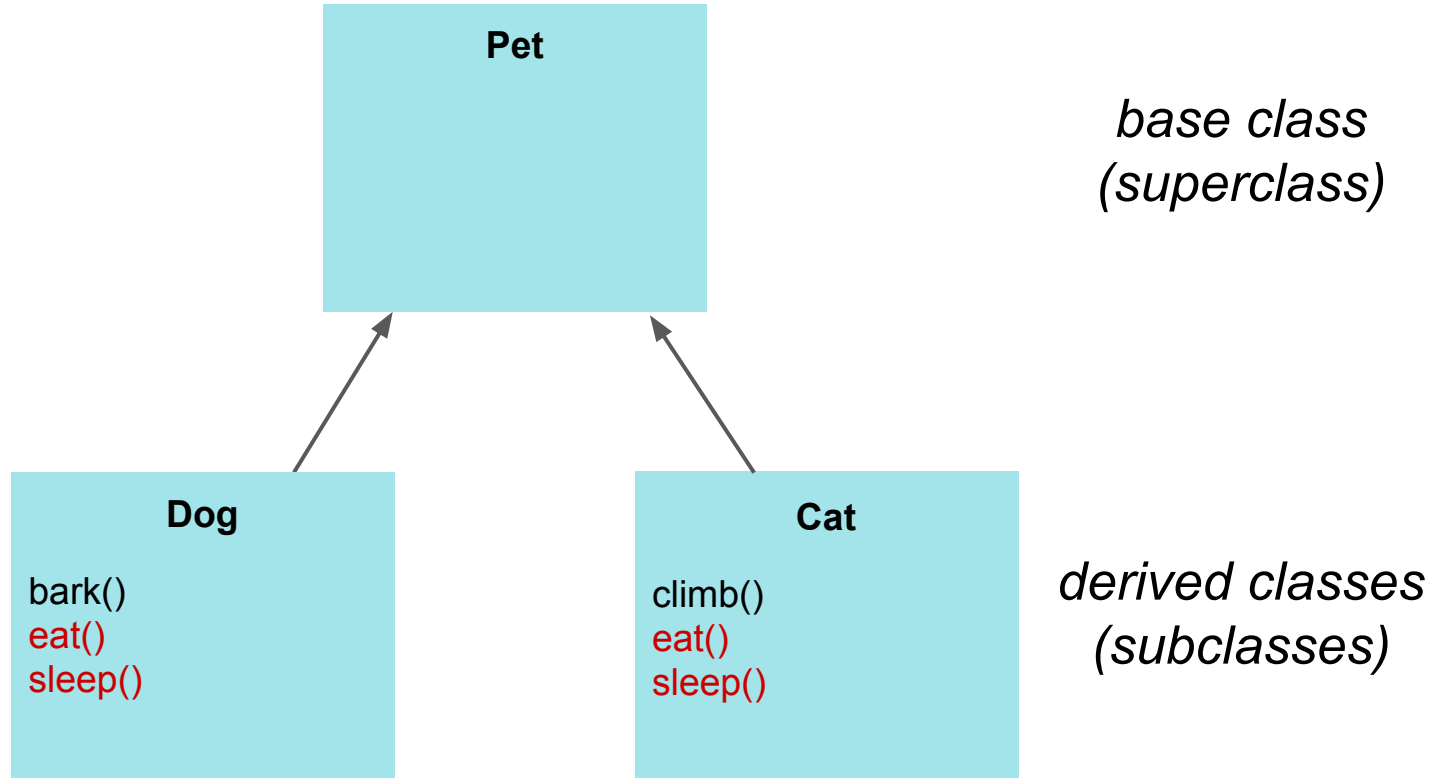
Waarom staat die pijl naar boven en niet naar beneden gericht?



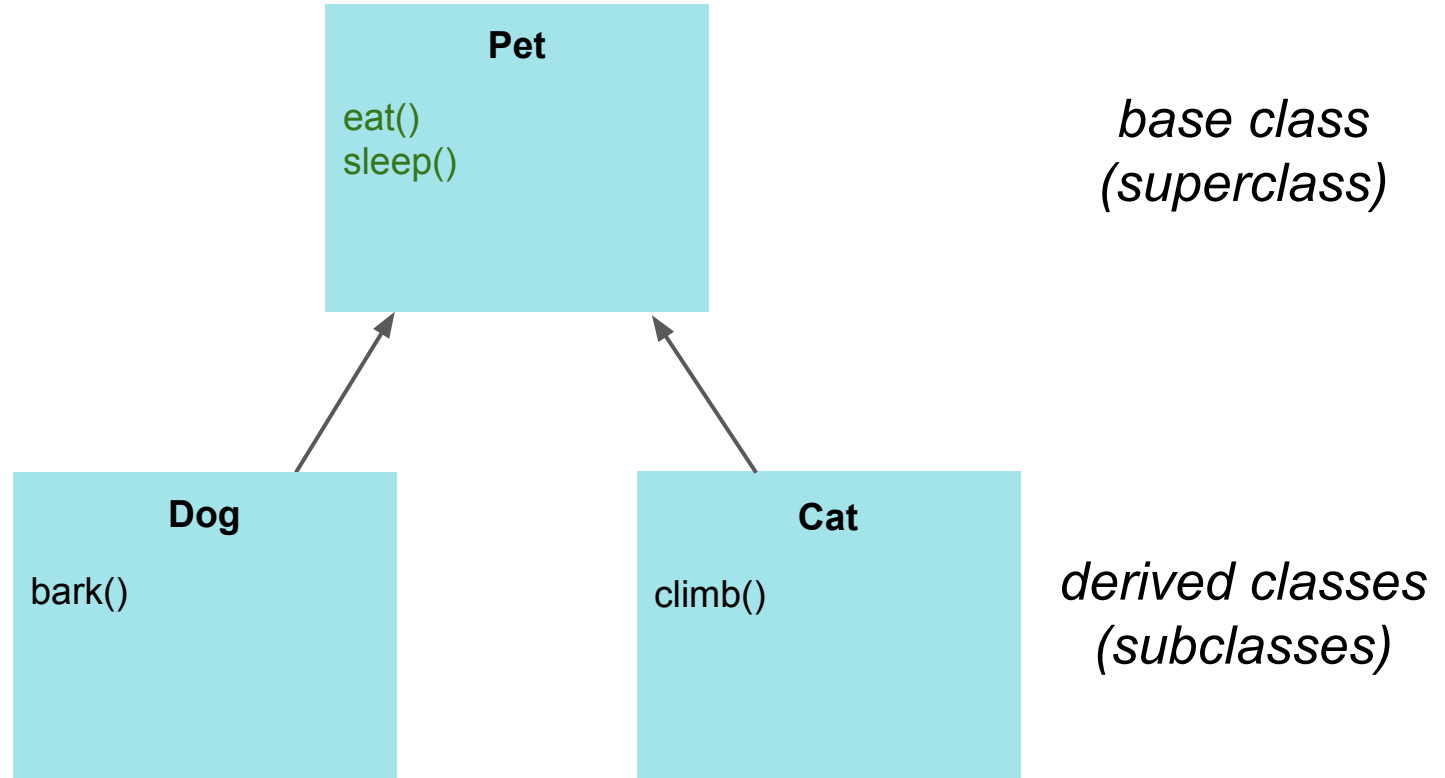
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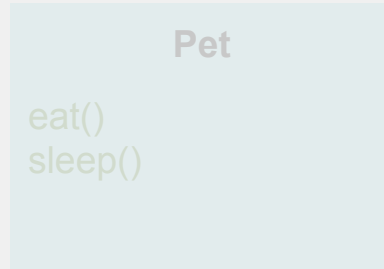
Inheritance



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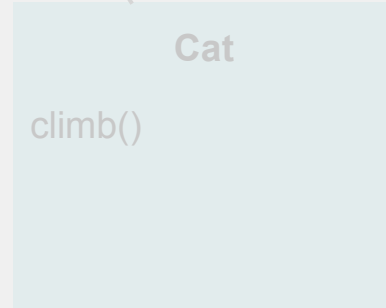
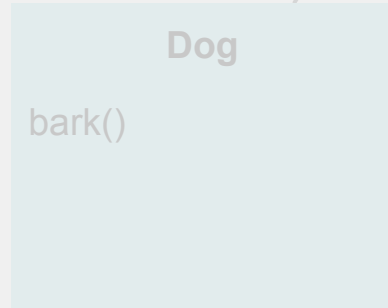
Inheritance



*base class
(superclass)*

Voorbeeld in code

CSD_22-23/csd2b/theorie/session_2/simpleInheritance



*derived class
(subclass)*

Inheritance in een MT context

Synthesizer class voorbeeld

