

java.util. Random

This is a random number generator .

Inheritance ----- IS A relation

To establish parent child relation ----extends

When we create Employee object ----- Person object is created first and then the employee object is created!!!

Constructor Calling Sequence = Object Creation Sequence

Super most class constructor is called first , followed by next sub class ,.....followed by the current subclasses

Multi LEVEL Hierarchy ----- D isa C , C isa B , B isa A }} super most class is A

A
|
B
|
C
|
D

One class can have many subclasses

C isa B
E isa B

One class CANNOT have many super classes !!! THAT means one class can have ONLY ONLY ONLY 1 super class

That means

JAVA does not support MULTIPLE inheritance using extends KEYWORD !!!!

If B isa A then I cannot say B isa Z also (NOT ALLOWED)

One advantage of Inheritance is that -- sub class can REUSE the methods and properties of super class.

super() = this calls the no-parameter/default constructor of the super class

= If written ,this line MUST be the first line of the code in CHILD constructor

= If not written , the compiler will add it on its own automatically

super.show() = this will call the show method of the super class
= super keyword ACTS as a "this" of Person (SUPER CLASS)

java.lang. Object class.

Object class is the super class of all the classes by default . ROOT of java object hierarchy!!!
We do not write extends Object but still Object becomes the super class of every class by default

Object class methods

1	getClass	
2	clone()	
3	toString()	it returns a string made up of package qualified class name @ hex address When we put obj in sysout System.out.println(obj) internally obj.toString() is called and the result is displayed.
4	equals()	
5	hashCode()	
6	wait()	
7	notify	
8	notifyAll	
9	finalize()	

OVERRIDE A METHOD ??????

Writing another implementation in the **sub class** of the same signature method already present in **superclass!!!!**

HW ----- Override toString in Employee class , Person class , TechnicalBook class !!!
Create the respective objects in TestObject and show them in sysout .

Overloading ----- constructor overloading , function overloading

Overriding ----- method/function overriding

POLYMORPHISM ----- POLY = many , MORPHS = forms/ implementations of methods !!!!

TWO types of POLYMORPHISM -----

1. **Overloading** = One method name MANY forms , BUT the signatures are different

```

public MyDate() { .....}

public MyDate( int d, int m, int y )
{ .....}

```

2. Overriding = One method signature , MANY forms , Signatures are same

Object class

```

public String toString()
{
    return packagequalifiedclassname @ hex
}

```

MyDate class

```

public String toString()
{
    return day+"/"+month+"/"+year;
}

```

Overloading	Overriding
We can write all the forms/implementations in one CLASS	We can write all the forms/implementation in super and sub classes of inheritance
method name is SAME but signatures MUST be different	method signatures must be same return type, name and parameter list must be same
This is called as COMPILE time polymorphism This is also called as static polymorphism	This is called as RUN time Polymorphism !!! This is called as dynamic polymorphism

We create a hierarchy

```

Study.isa. TestInheritanceConcepts
{
}

```

create a hierarchy

```

Alpha ---- fa() ---- sysout Alpha
Beta isa Alpha  fb() ---- sysout Beta
Theta isa Beta  fc () ---- sysout Theta
Gama isa Theta  fd() ---- sysout Gama
Delta isa Beta

```

When we create an object

```

The object can call all its visible super class methods
+
Its own methods

```

HW --- complete the Alpha hierarchy assignment discussed in lecture

HW ---- add a class `study.isa.Patient` in the Person hierarchy

Patient is a Person

Properties ---- `bloodGroup` , `bp` , `heartRate`

Write 2 constructors getters and setters and override `toString`

Write a class `User2` in same package

Create patient objects using parameterized constructors

Show all patient details using `toString`

Show patient name and bp only using getters

HW ----- add a class `study.isa.PartTimeEmployee` in Person Hierarchy

`PartTimeEmployee` **isa** **Employee**

Numbers of hours

write 2 constructors getters setters and override `toString`

Write a class `User3`

Main

create `ParttimeEmployee` objects using parametrized constructors

show all details using `toString`

show name , department and number hours using getters

