

Exercises module 17 – Inheritance

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17.1 – Extract base class

1. Given these two classes:

```
class Processor
{
    public int id;
    public String productName;
    public boolean isForSale;
    public int frequency;
    public int numberOfCores;
}

class Keyboard
{
    public int id;
    public String productName;
    public boolean isForSale;
    public boolean gotNumericKeypad;
    public String color;
    public boolean isWireless;
}
```

For example, you can call the Processor class using code like:

```
Processor cpu = new Processor();

cpu.id = 1040;
cpu.productName="Intel Core i7";
cpu.isForSale=true;
cpu.frequency=3000;
cpu.numberOfCores=8;
```

2. Extract a suitable base-class named **Product** and let the **Processor** and **Keyboard** classes inherit from it
3. Create a new class named **Monitor** that inherits from the **Product** class and adds the following two fields:
 - a. int size;
 - b. float weight;
4. Create an instance of the Monitor class and you will notice that the fields from both the **Product** and the **Monitor** class is available for you to use.
5. We also need to create two sub-classes of the Monitor class, one called **LCDMonitor** and one called **CRTMonitor** with the following fields:
 - a. **LCDMonitor**

- i. boolean touchEnabled;
- ii. boolean vesaMount;
- iii. boolean hasSpeaker;

b. CRTMonitor

- i. int refreshRate;
- ii. boolean environmentFriendly;

6. Create an instance of the **LCDMonitor** class and explore what fields are available to you to set.
7. To the **LCDMonitor** class add a **print** method that uses some of the fields from both the Product and Monitor class, like:

```
public void print() {  
    System.out.printf("ProductID {0}\r\n", id);  
    System.out.printf("Size {0}\r\n", size);  
    System.out.printf("TouchEnabled {0}\r\n", touchEnabled);  
}
```

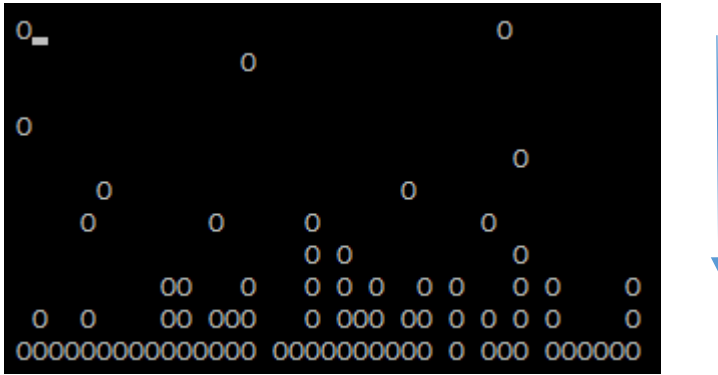
8. What would happen if you made the **id** field **private** or **protected**
 - a. Can you access it from the main method?
 - b. Can you access it in the print() method?

Make sure you understand the impact of using private/protected/public and when to use what.

17.2 – Snow! (Advanced)

1. It's soon Christmas time and we need to make a snow application that will simulate snow in the console.

Like:



The snowflakes will randomly fall down the screen.

2. Create a new project and add a reference to **com.googlecode.lanterna** library (V2.1.9).

Start with a Flake class to represent a single snow flake:

```
public class Flake {  
    public int x;  
    public int y;  
}
```

Then use:

- A generic list that contains a list of all the flakes. We add new Flakes to the list (at random X-positions) and then display them on the screen
- At each press a key, all the snowflakes should drop one step down, so add the necessary logic to implement this. (Change the y position for every flake)
- Add if you can logic to make sure that a flake can't move if the next position is already occupied by a flake.

Hints

- To wait for a key-press in Lanterna

```
//Wait for a key to be pressed
Key key;
do{
    Thread.sleep(5);
    key =terminal.readInput();
}
while(key == null);
```

- Clearing the screen

```
terminal.clearScreen();
```

- To put a character on the screen at a given position

```
terminal.moveCursor(x,y);
terminal.putCharacter('O');
terminal.moveCursor(0,0);
```

Advanced Stretch task

Implement snow and use your imagination to make it more realistic! Some ideas are:

- Add some structure in the scene that the snow will fall onto and pile up on
- Add logic so that if two flakes are on top of each other, then the top one will randomly fall to the left or right (if it can), like:

| Before | After |
|--------|-------|
| X X | XX |

Questions and concepts to study further on your own:

- Private vs protected vs public
- What is multiple inheritance?
https://en.wikipedia.org/wiki/Multiple_inheritance
- Why does Java not support multiple inheritance? And what would the problem with multiple-inheritance?
<https://stackoverflow.com/questions/2515477>
- When to use and not use inheritance