Documents in this folder:

* InheritanceTest.java
* Movie.java
* ActionMovie.java
* ComedyMovie.java
* AnimatedMovie.java

Discussion:

Inheritance as a concept is pretty simple to explain, but some of the implementation details can be confusing, so I would spend more time on the code than talking about the concept. Hopefully the examples this week can help clear up some of the confusion.

Briefly explain that inheritance is where we take a “more general” class, like a Movie, and add features to it to make it “less general”. For example, an ActionMovie has a rank and a title, but has additional fields for describing the explosions in the movie.

Demo:

Discuss the Movie class first, and show its attributes and methods. Then show each of the subclasses, and note how the attributes and some of the methods are not present in the subclasses (because they are inherited),while some are defined again (like to string and equals, because they are overridden). Also point out the use of super.

The main method is pretty straightforward, just showing that each of the subclasses is unique, and separate from the superclass. There is also a brief introduction to up and downcasting.

Workshop Notes:

Remind everyone of the project! Otherwise, nothing much to say.