CJ Information



S – Unit 9 Inheritance

IC – Subclasses

HW - none

A – 2024.11.21 Thu – TEST (Unit4 & 5)



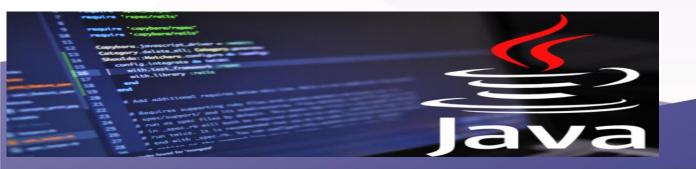






Outline:

- Inheritance Introduction
- Basic concepts behind Inheritance
- Types of Inheritance







What we learn today:

- Understand the meaning of Inheritance
- How to implement Inheritance in Java
- How Inheritance works in Java
- Examples









Q: What is Inheritance?

A: <u>it is a mechanism by which one class is allowed to inherit the</u> <u>features (fields & methods) from another class</u>



Based on the above definition, we can create a new class that can re-use the methods and the fields from another class.

In addition the new class can have new fields and methods specific for the class itself.



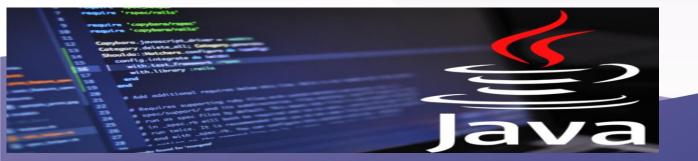






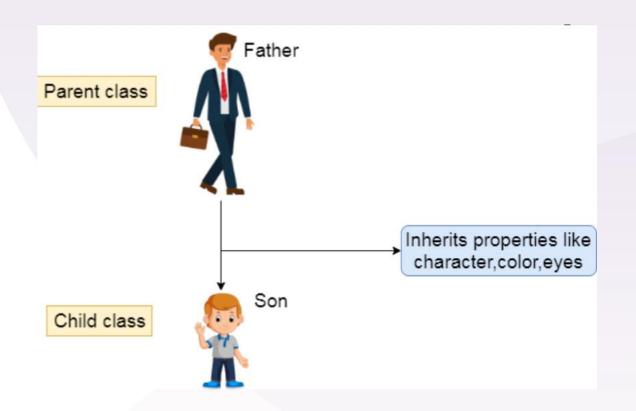
Why Do We Need Java Inheritance?

- Code Reusability: The code written in the Superclass is common to all subclasses. Child classes can directly use the parent class code.
- **Method Overriding**: Method Overriding is achievable only through Inheritance. It is one of the ways by which Java achieves Run Time Polymorphism.
- **Abstraction:** The concept of abstract where we do not have to provide all details is achieved through inheritance. <u>Abstraction</u> only shows the functionality to the user.



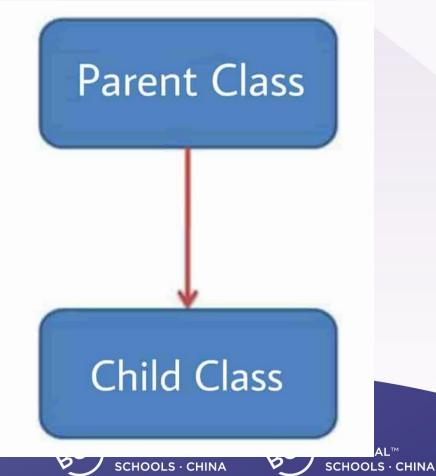












Important Terminologies Used in Java Inheritance

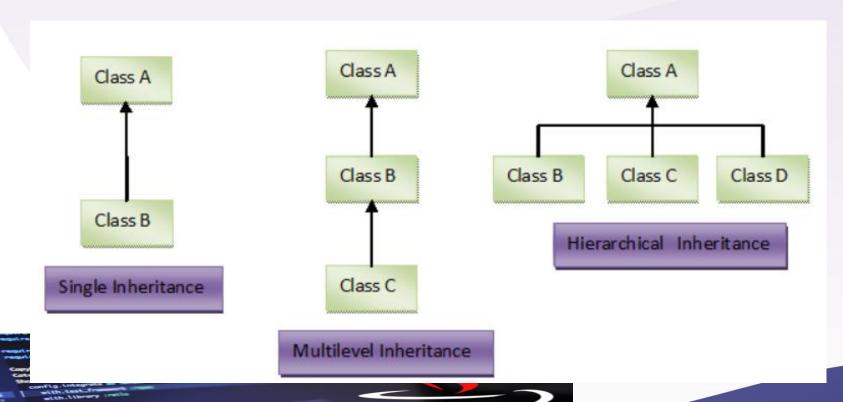
- Class: Class is a set of objects which shares common characteristics/ behavior and common properties/ attributes. Class is not a real-world entity. It is just a template or blueprint or prototype from which objects are created.
- Super Class/Parent Class: The class whose features are inherited is known as a superclass(or a base class or a parent class).
- Sub Class/Child Class: The class that inherits the other class is known as a subclass(or a derived class, extended class, or child class). The subclass can add its own fields and methods in addition to the superclass fields and methods.
- Reusability: Inheritance supports the concept of "reusability", i.e. when we want to create a new class and there is already a class that includes some of the code that we want, we can derive our new class from the existing class. By doing this, we are reusing the fields and methods of the existing class.





Terms that we need to get familiar with to really understand inheritance





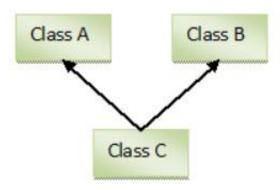




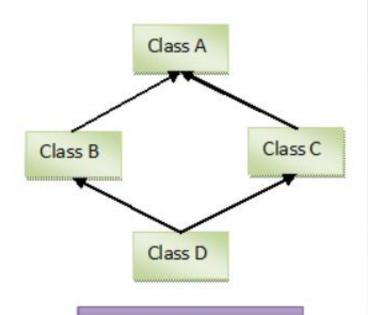
Terms that we need to get familiar with to really understand inheritance



Multiple inheritance is not supported in java.



Multiple Inheritance



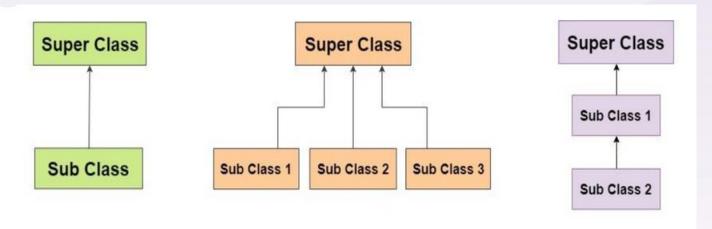
Hybrid Inheritance



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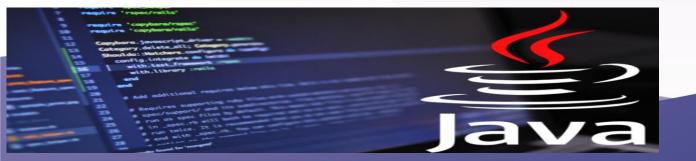
Terms that we need to get familiar with to really understand inheritance





Super Class also called Parent class

Sub Class also called Child class







This table shows the connection between Access Qualifiers and Containers in java (that is, Class, Package, Subclass, World)



Access Levels

Modifier	Class	Package	Subclass	World
public	Y	Υ	Υ	Υ
protected	Υ	Υ	Υ	N
no modifier	Υ	Υ	N	N
private	Y	N	N	N

NOTE: the restriction increases from Class to World ...







The syntax of Java Inheritance



```
class Subclass-name extends Superclass-name
{
   //methods and fields
}
```

The **extends keyword** indicates that you are making a new class that derives from an existing class. The meaning of "extends" is to increase the functionality.







Example

```
class Animal {
  // methods and fields
// use of extends keyword
// to perform inheritance
class Dog extends Animal {
  // methods and fields of Animal
  // methods and fields of Dog
```







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Example

```
1 - class Animal {
    // field and method of the parent class
      String name;
      public void eat() {
        System.out.println("I can eat");
 7
    }
   // inherit from Animal
11 - class Dog extends Animal {
12
13
      // new method in subclass
14 -
      public void display() {
        System.out.println("My name is " + name);
15
16
17 }
18
19 - class Main {
      public static void main(String[] args) {
21
22
        // create an object of the subclass
23
        Dog labrador = new Dog();
24
        // access field of superclass
25
        labrador.name = "Rohu";
26
27
        labrador.display();
28
        // call method of superclass
29
        // using object of subclass
30
        labrador.eat():
31
32
33
```



My name is Rohu I can eat





To summarize

- 1) What is Inheritance?
- 2) When do you use it?
- 3) How do you implement Inheritance in Java?







