**==========school 국영수 점수, health\_school +축구, 점프 점수=============**

**package** test;

**import** java.util.\*;

**class** school{

**int** kor;

**int** eng;

**int** mat;

**public** **void** setop(**int** kor, **int** eng, **int** mat){

**this**.kor = kor;

**this**.eng = eng;

**this**.mat = mat;

}

}

**class** health\_school **extends** school{

**int** football;

**int** jump;

**public** **void** setop(**int** kor, **int** eng, **int** mat, **int** football, **int** jump) {

**this**.kor = kor;

**this**.eng = eng;

**this**.mat = mat;

**this**.football = football;

**this**.jump = jump;

}

}

**public** **class** test2 {

**public** **static** **void** main(String[] args) {

health\_school sc = **new** health\_school();

sc.setop(100,80,90,10,10);

System.***out***.println(sc.eng);

}

}

**======================================================================**

**package** test;

**import** java.util.\*;

**class** school{

**int** kor;

**int** eng;

**int** mat;

school(**int** kor, **int** eng, **int** mat){

**this**.kor = kor;

**this**.eng = eng;

**this**.mat = mat;

}

}

**class** health\_school **extends** school{

**int** football;

**int** jump;

health\_school(**int** kor, **int** eng, **int** mat, **int** football, **int** jump) {

**super**(kor, eng, mat);

**this**.football = football;

**this**.jump = jump;

}

}

**public** **class** test2 {

**public** **static** **void** main(String[] args) {

health\_school sc = **new** health\_school(100,80,90,10,10);

System.***out***.println(sc.eng);

}

}

=========상위클래스 private로 해서 출력하고 수정하는거==========================

**package** test;

**import** java.util.\*;

**class** school{

**private** **int** kor;

**private** **int** eng;

**private** **int** mat;

school(**int** kor, **int** eng, **int** mat){

**this**.kor = kor;

**this**.eng = eng;

**this**.mat = mat;

}

**protected** **void** insert(**int** kor, **int** eng, **int** mat) {

**this**.kor = kor;

**this**.eng = eng;

**this**.mat = mat;

}

**protected** **void** show() {

System.***out***.println(**this**.kor);

System.***out***.println(**this**.eng);

System.***out***.println(**this**.mat);

}

}

**class** health\_school **extends** school{

**int** football;

**int** jump;

health\_school(**int** kor, **int** eng, **int** mat, **int** football, **int** jump) {

**super**(kor,eng,mat);

**this**.football = football;

**this**.jump = jump;

}

**protected** **void** show2() {

show();

System.***out***.println(**this**.football);

System.***out***.println(**this**.jump);

}

**protected** **void** insert2(**int** kor, **int** eng, **int** mat, **int** football, **int** jump) {

insert(kor,eng,mat);

**this**.football = football;

**this**.jump = jump;

}

}

**public** **class** test2 {

**public** **static** **void** main(String[] args) {

health\_school sc = **new** health\_school(10,20,30,40,50);

sc.show2();

sc.insert2(30, 40, 50, 100, 100);

sc.show2();

}

}

Has –a 관계에서는 하위클래스에 상위클래스의 객체를 만들어서 사용

오버라이딩, 오버로딩

-오버라이딩은 타는 느낌, 하위로만 접근이 된다.

-오버로딩 매개변수 차이

전자제품

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