

Theoretical Test Questions

Lewis Brockman-Horsley

101533222

Section B

Question 4

When a child object inherits from a parent, it allows the child object to have all the values and actions of the parent, that have either public or protected access modifiers. All the child objects share the traits of the parent's class. Represents an "is-a" relationship. In section A the Player and Dungeon classes inherit from AnimatedObject class.

Section C

Question 5

Static polymorphism involves method overloading, it is used to call the same method name with different parameters.

For example in PT9 the Shape constructor can either be called with no parameters, to create a 'default' shape, or parameters can be passed to customise the new shape.

Dynamic polymorphism is when child classes must implement methods that override a method signature of a parent class.

For example in PT12 we called the overridden Play method from the Media's child objects.

Question 6

A dotted arrow. Class A is dependant on Class B.

