# Constructor Chaining:

Never initialise a field more than once

* It may create bugs in the program
* Avoid code duplication

Always initialise a field in the class it is declared in.

public Shape(float x, float y, int width, int height)

{

\_x = x;

\_y = y;

\_width = width;

\_height = height;

}

Public Shape()

{

\_x = 0;

\_y = 0;

\_width = 100;

\_height = 100;

}

This can be fixed by using constructor chaining

Public Shape() : this (10, 42, 67, 420)

{

\_x = 0;

\_y = 0;

\_width = 100;

\_height = 100;

}

However, when using constructor chaining, we need to remove the duplicated code

Public Shape() : this (10, 42, 67, 420)

{

}

More constructor chains can be added:

Text

Description automatically generated

# Inheritance:

When you have a parent class that has parameters, the child class using inheritance has to pass arguments to the parent class



To fix this error:

A screenshot of a computer

Description automatically generated with medium confidence

# Object Conversion:

To convert an object to a string

Text

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A picture containing chart

Description automatically generatedGraphical user interface, text

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