

INTRODUCTION TO PROGRAMMING

USING C#

Lecture 5: Inheritance

CONTENTS:

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- **Why we should use inheritance.**
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- **Overriding old members.**
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- **Extending sealed classes.**
- **Extension methods.**
- **Demo.**

WHAT'S INHERITANCE

Is relationship between two classes in which one class (child) copy all members from the other class (parent)

WHAT'S INHERITANCE

```
class Car
{
    //car members , (functions, properites,..)
}

class BMW : Car
{
    // Now, we have Car's members.
}
```

ADDING NEW MEMBERS TO INHERITED CLASS

```
class Car
{
    public void StartEngine()
    {
    }
}

class BMW : Car
{
    public void StopEngine()
    {
    }
}
```

OVERRIDING INHERITED MEMBERS

```
class Car
{
    public virtual void StartEngine()
    {
    }
}

class BMW : Car
{
    public void StopEngine()
    {
    }

    public override void StartEngine()
    {
        // new implementation here
    }
}
```

SEALED CLASSES

A class that you can't inherit from.

SEALED CLASSES

```
sealed class Car
{
    public void StartEngine()
    {
    }
}

class BMW : Car
{
    public void StopEngine()
    {
    }

    public void StartEngine()
    {
        // new implementation here
    }
}
```


EXTENDING SEALED CLASSES

1. By adding a new helper class that contains static methods that add the functionality you want.
2. By adding an extension method.

EXTENSION METHODS

An static method that extend the functionality of anther class and appear as a class member.

EXTENSION METHODS

Roles :

- **Must be a static method.**
- **Must be in the same namespace as the target class.**
- **Must take an argument of the same type as target class preceded by the keyword *this*.**

EXTENSION METHODS

```
sealed class Car
{
    public void StartEngine()
    {
    }
}

static class CarExtinstionMethodsHost
{
    public static void StopEngine(this Car c)
    {
        // implementation here
    }
}
```

DEMO

NEXT

- **Data Structures.**