SYSC 2004 C and D: Object-Oriented Software Development **Lab No 8**: [**1** mark]

The main objective of this lab No 8 is to learn about *inheritance* and how to implement it effectively in Java. To this end we will be reusing the *network-v2* project from Chapter 10. Source code for this project is available in cuLearn in the general block (Chapter 10).

Open the *network-v2* project. Add a class for event posts called EventPost to the project. You need to define a specific field for EventPost called eventType of type string, and add at least one constructor for EventPost, and one mutator called setEventType and one accessor method getEventType. Also define a toString method in Post and override it in EventPost.

You need to document your classes and their methods using the Javadoc tool integrated with BlueJ.

To test your work, you need to create some event-post objects in the object bench and test that all methods work as expected.

Important Notes and Submission Guidelines:

You start first by identifying the classes (in the *inheritance hierarchy*), reading the source code of *network-v2* project and identifying objects and methods involved in every functionality. Then you need to find out how to relate the class EventPost to the existing inheritance hierarchy.

You have to do and pass a demo using BleueJ with your teaching assistant (TA) in the lab room or during her/his office hours. Your TA will lead you and conduct and run the tests of your programs and evaluate your work. You are also allowed to do your demo using your own laptop.