

# A poll while you wait ...

```
public class ClassA {  
    public void methodOne(int i) {  
    }  
    public void methodTwo(int i) {  
    }  
    public static void methodThree(int i) {  
    }  
    public static void methodFour(int i) {  
    }  
}
```

```
public class ClassB extends ClassA {  
    public static void methodOne(int i) {  
    }  
    public void methodTwo(int i) {  
    }  
    public void methodThree(int i) {  
    }  
    public static void methodFour(int i) {  
    }  
}
```

<https://docs.oracle.com/javase/tutorial/java/landl/QandE/inherit-questions.html>  
(answers at <https://docs.oracle.com/javase/tutorial/java/landl/QandE/inherit-answers.html>)

# Avoiding excessive collaboration\*

Every resource you use (except JP2 slides/sample code) **must be noted in comments**

Visits to StackOverflow, conversations with friends, conversations with a tutor or demonstrator, conversations on Teams ...

You may ask help from a peer and work together, but **you should not look at each others' code**, and the person being asked for help **should not outline their own solution**

**You should not include any code into your lab that you don't fully understand.**

Labs are meant to be learning experiences, and **you must complete the lab exam by yourself at the end of the course!**

We will run **similarity checking software** on all of your submitted code  
(... and then use our judgement to determine whether similarity is problematic)

\* Adapted from <https://cseducators.stackexchange.com/a/4285>

# The final keyword – recap

## Final classes

- Cannot be subclassed

## Final methods

- Cannot be overridden

## Final fields/variables/parameters

- Cannot have their value changed once it is set

# Interface vs. abstract class recap

## INTERFACE

- Cannot be instantiated
- Has no constructor
- All methods are public
- Contain only constant fields
- Classes can implement **multiple** interfaces

## ABSTRACT CLASS

- Cannot be instantiated
- Has a constructor
- Methods can have any access modifier
- Contain constant and “normal” fields
- Classes can have **at most one** parent class