



Extending Capabilities of a Class



Problem Scenario

Let's say we have to store information of students that include

name, session, isDayScholar, EntryTestMarks, HSMarks,

RoomNumber, isFridgeAvailable, isInternetAvailable,

isBusCardIssued, PickupPoint, BusNo, PickupDistance

Problem Scenario

Also, there are **three functions** that can be applied on these data.

These functions are

1. `getHostelFee()`
2. `getBusFees()`
3. `calculateMerit()`

Problem Scenario: Activity

Model the class diagram for this scenario.



Problem Scenario:

One Possible Solution is to design a single class and put all data and functions within that class.

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One Possible Solution is to design a single class and put all data and functions within that class.

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code> <code>isBusCardIssued</code> <code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getHostelFee()</code> <code>getBusFees()</code> <code>calculateMerit()</code>

What's Wrong

Some functions and data are not interrelated, such as the **highlighted** attributes and functions are only related to **hostelite** student but not with the day scholars.

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code> <code>isBusCardIssued</code> <code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getHostelFee()</code> <code>getBusFees()</code> <code>calculateMerit()</code>

What's Wrong

Some functions and data are not interrelated, such as the **highlighted** attributes and functions are only related to **day scholar** student but not with the day scholars.

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code> <code>isBusCardIssued</code> <code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getHostelFee()</code> <code>getBusFees()</code> <code>calculateMerit()</code>

Problem Scenario: Activity

Any other (better) solution ?



Problem Scenario: Activity

Another Possible Solution is made **two classes** one for hostelite students and other for day scholar.

| Problem Scenario:

Another Possible Solution is made **two classes** one for hostelite students and other for day scholar.

Problem Scenario:

In this solution we made two classes.

Hostelite
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code> <code>calculateMerit()</code>

DayScholar
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code> <code>calculateMerit()</code>

Problem Scenario:

Any **Problem** with this Approach ?

Hostelite
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code> <code>calculateMerit()</code>

DayScholar
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code> <code>calculateMerit()</code>

Problem Scenario:

Here some of the information is Repeating.

Hostelite
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code> <code>calculateMerit()</code>

DayScholar
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code> <code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code> <code>calculateMerit()</code>

| Problem Scenario:

Before moving towards the solution, let's first **define** the problem.

| Problem Scenario:

Some times, two objects have common functionality as well as some functionality that is different from each other.

How to model such objects ?

| Solution

We create **three** classes:

1. Student: with common information
2. Hostelite: specific to hostelite students
3. DayScholar: specific to Day Scholar.

Solution

We create **three** classes:

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code>
<code>calculateMerit()</code>

Hostelite
<code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code>

DayScholar
<code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code>

Solution

Is it **correct** solution ?

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code>
<code>calculateMerit()</code>

Hostelite
<code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code>

DayScholar
<code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code>

Solution

Should we create **two objects** for a student ?

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code>
<code>calculateMerit()</code>

Hostelite
<code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code>

DayScholar
<code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code>

Solution

Again, **Disjoint Data** not the single unit

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code>
<code>calculateMerit()</code>

Hostelite
<code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code>

DayScholar
<code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code>

Solution: Inheritance

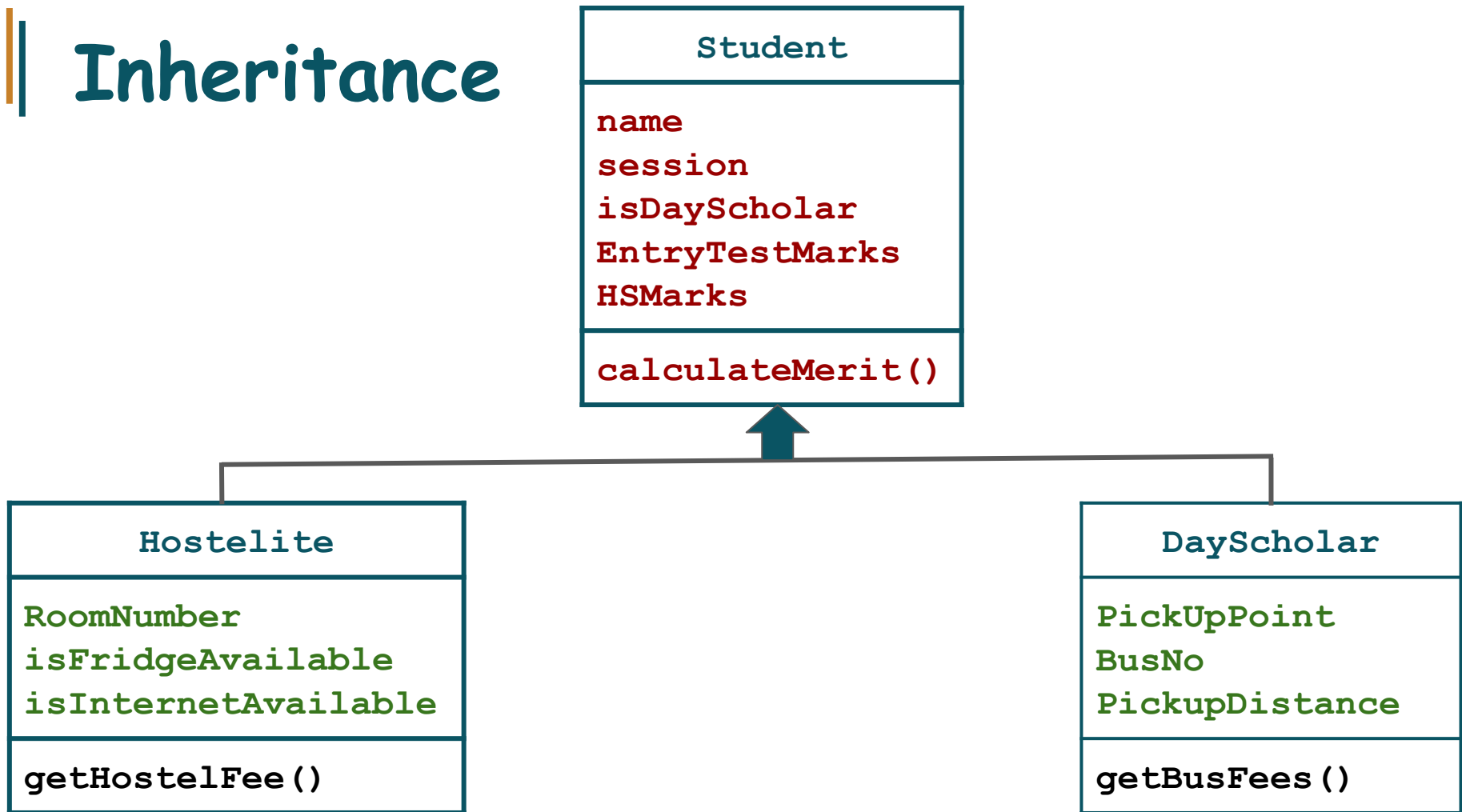
However, we can link these classes through **Inheritance**

Student
<code>name</code> <code>session</code> <code>isDayScholar</code> <code>EntryTestMarks</code> <code>HSMarks</code>
<code>calculateMerit()</code>

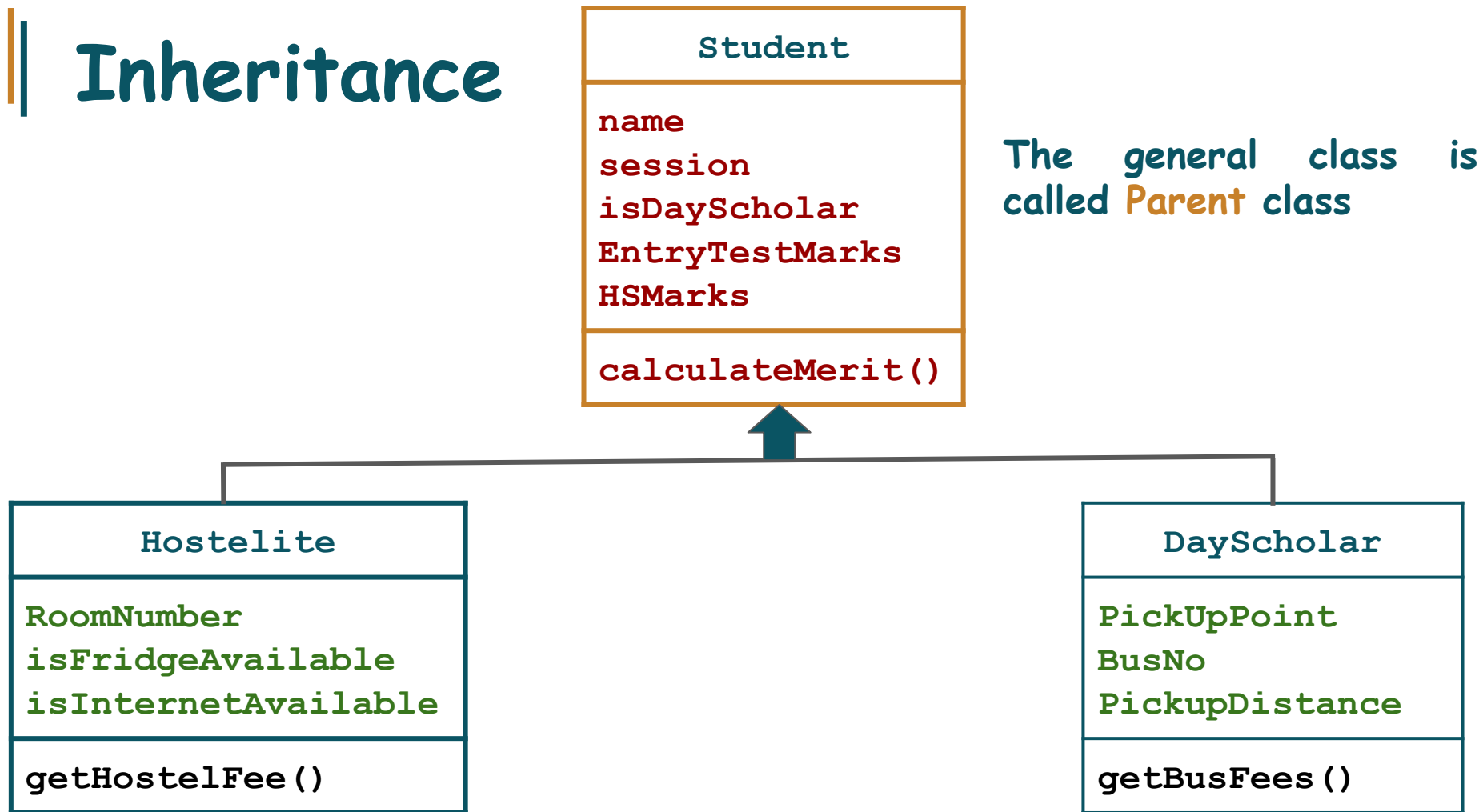
Hostelite
<code>RoomNumber</code> <code>isFridgeAvailable</code> <code>isInternetAvailable</code>
<code>getHostelFee()</code>

DayScholar
<code>PickUpPoint</code> <code>BusNo</code> <code>PickupDistance</code>
<code>getBusFees()</code>

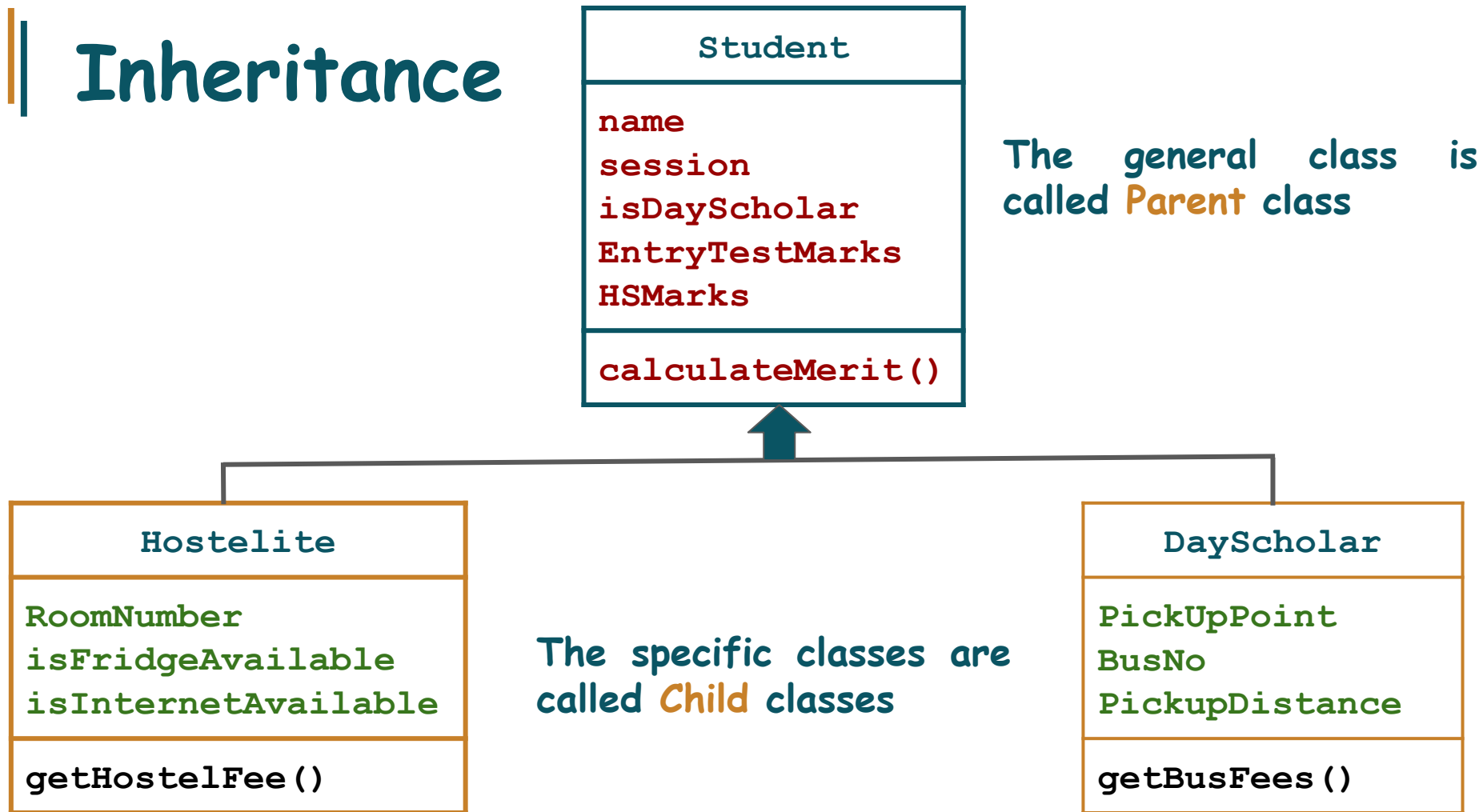
Inheritance



Inheritance



Inheritance



How to Convert in C# Code?

Now, lets see how to inherit a class using C#.

Working Example

We have defined the **Student** Class.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

Working Example

Now, let's see how to **inherit** Hostelite Class from the Student Class.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

Hostelite Class

Now, let's see how to **inherit** Hostelite Class from the Student Class.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```

Hostelite Class


To inherit from a class, use the `:` symbol

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```



Hostelite Class


We have created a new **Hostelite** class from an existing **Student** class

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```



Hostelite Class

We have created a new **Hostelite** class from an existing **Student** class

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```



Parent Class

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```



Child Class

Hostelite Class

Hostelite Class can Access all the attributes and functions of the Parent Class.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```



Parent Class

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```



Child Class

Hostelite Class

Hostelite Class can Access all the attributes and functions of the Parent Class.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```



Parent Class

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```



Child Class

Hostelite Class

```
static void Main(string[] args)
{
    Hostelite std = new Hostelite();
    std.name = "Ahmad";
    std.RoomNumber = 12;
    Console.WriteLine(std.name + " is Allocated
Room " + std.RoomNumber);
    Console.ReadKey();
}
```

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```



Parent Class

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```



Child Class

Hostelite Class

Hostelite Class can access the parent attributes



```
static void Main(string[] args)
{
    Hostelite std = new Hostelite();
    std.name = "Ahmad";
    std.RoomNumber = 12;
    Console.WriteLine(std.name + " is Allocated
Room " + std.RoomNumber);
    Console.ReadKey();
}
```



Parent Class

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

Hostelite Class

Output is:

```
static void Main(string[] args)
{
    Hostelite std = new Hostelite();
    std.name = "Ahmad";
    std.RoomNumber = 12;
    Console.WriteLine(std.name + " is Allocated
Room " + std.RoomNumber);
    Console.ReadKey();
}
```

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

← Parent Class

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```

← Child Class

Ahmad is Allocated Room 12

DayScholar Class

Now, let's **inherit** DayScholar Class from the Student Class also.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

DayScholar Class

Now, let's **inherit** DayScholar Class from the Student Class also.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
class DayScholar : Student
{
    public string pickUpPoint;
    public int busNo;
    public int pickUpDistance;

    public int getBusFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```

DayScholar Class

DayScholar Class can also access the parent attributes

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
static void Main(string[] args)
{
    DayScholar std = new DayScholar();
    std.name = "Ahmad";
    std.busNo = 1;
    Console.WriteLine(std.name + " is Allocated
Bus " + std.busNo);
    Console.ReadKey();
}
```

```
class DayScholar : Student
{
    public string pickUpPoint;
    public int busNo;
    public int pickUpDistance;

    public int getBusFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```


DayScholar Class

DayScholar Class can also access the parent attributes

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
static void Main(string[] args)
{
    DayScholar std = new DayScholar();
    std.name = "Ahmad";
    std.busNo = 1;
    Console.WriteLine(std.name + " is Allocated
Bus " + std.busNo);
    Console.ReadKey();
}
```

```
class DayScholar : Student
{
    public string pickUpPoint;
    public int busNo;
    public int pickUpDistance;

    public int getBusFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```

Ahmad is Allocated Bus 1

Inheritance

Now, our Classes contain **highly correlated data** but with **no repetition of code**.

```
class Student
{
    public string name;
    public string session;
    public bool isDayScholar;
    public int EntryTestMarks;
    public int HSMarks;

    public double calculateMerit()
    {
        double merit = 0.0;
        // Code to calculate merit
        return merit;
    }
}
```

```
class Hostelite : Student
{
    public int RoomNumber;
    public bool isFridgeAvailable;
    public bool isInternetAvailable;

    public int getHostelFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```

```
class DayScholar : Student
{
    public string pickupPoint;
    public int busNo;
    public int pickupDistance;

    public int getBusFee()
    {
        int fee = 0;
        // Code to calculate fee
        return fee;
    }
}
```

Inheritance: Advantages

Inheritance promotes **reusability**. When a class inherits or derives another class, it can access all the functionality of Parent class.

Conclusion

- **Inheritance** allows programmers to create classes that are built upon existing classes, to specify a new implementation while maintaining the same behaviors
- We create a general class that has common functionality. This class is also called the **parent** class (**Base Class / Super Class**).
- Then we create specific classes (**Child Classes / Derived Classes / Sub Classes**) that have different functionality to each other and inherit these classes from the common class.



Learning Objective

Write a class that **extends the capabilities** of any other class



Self Assessment: Case Study

Fire Department has hired you to make a training and simulation system for them.

In this system they have **Fire Trucks**. Where each **Fire Truck** contains a **Ladder** and a **Hose Pipe**. Ladder has a **specific length** and **colour** and they are built right into the truck (i.e., they cannot be separated from the truck).

Hose pipes are detachable from the truck. Hose pipes are either made of **synthetic rubber or soft plastic** and they can be either be **cylindrical or circular** in shape. They have specific **diameter** and **water flow rate**.

Each FireTruck has a **Firefighter** as its **Driver**. FireFighter has a **name**. He can **drive** the fire truck and can **extinguish** fire as well.

They have a **Fire Chief** as well. The fire chief is just another firefighter. He can drive a truck. He can put out fires. But he can also delegate responsibility for putting out a fire to another firefighter.

Self Assessment:

1. Identify the Classes from the Case Study.
2. Identify the relationship and multiplicity.
3. Draw the Class Diagram.
4. Convert the Class Diagram into *C#* Code.

