# 面向对象技术与方法

Java编程第2次作业

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1. **Overridden Methods has been introduced in this chapter, but how about “overridden variables”? Design your own implementations.**

答：（简单描述下你的思路/设计即可）

（注：<代码模块>为了节省空间，分成一至二栏，字体Times字号正常长度五号太长就小五还是太长就改代码。)

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| package exercise;  class A{  protected int a = 10;  void setA(int a){  this.a = a;  }  void setSuperA(int a){  this.a = a;  }  } |

（分析结果，可以适当贴输出，建议手打/粘贴）

1. **In Exercises 1 we have(perhaps) pointed out the potential ambiguity problem about overloaded methods. Since we can implement as many interfaces as possible, if two methods in different interfaces to be implemented by one class share an identical signature but with different returnType, what will happen? Design your own test.**
2. **(Optional, *Interface Stack*) Declare an interface within a class declaration is valid. Try to design cases by yourself.**

（注：如果你不做这种可选作业，记得删掉题目）

1. **The ‘finally’ block plays an important role in releasing resources, especially for file, databases and network operations. In class we emphasized that the finally’ block will never be skipped(omitted). But it’s possible that sometimes the finally’ block will not execute. So whether when any ‘return’ statement appears in try block or catch block can this happen? If not, offer a practicable example.**
2. **(Optional) Try to analyze the benefits of customizing new exception hierarchy.**