Patrick Lapke

Inheritance Design

Within my library system I have chosen to have two inheritance relationships. The first is between a guest, a member, and a visitor. In this case a member and a guest have enough in common such as their first name, last name, and email addresses. The second and more important relationship is between a book, electronic resource, and (super-class) resource. The reason for this relationship is because a book and resource have enough in common and I do not want to create two separate loops for a physical book and electronic resource. There will be many situations where I will want to use a loop.

It is more efficient to create a superclass labeled resource and loop through resource objects using polymorphism. In some instances of the loop, it will be a book, and others it will be an electronic resource. This saves me time because I do not want to write multiple loops for each book and electronic resource and helps with code reuse.