



Programming Fundamentals

Inheritance: Introduction

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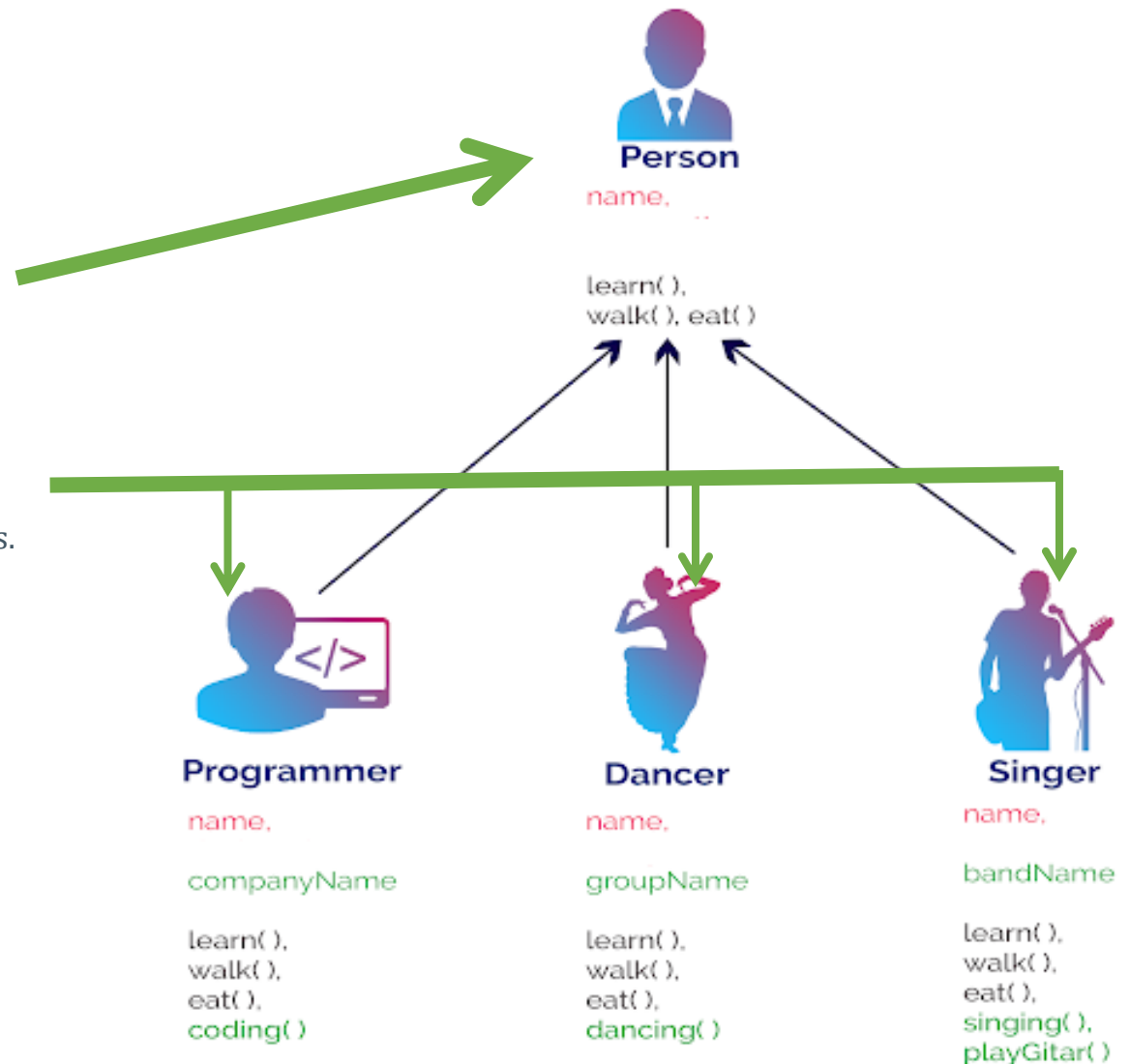
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Introduction to Inheritance in Java

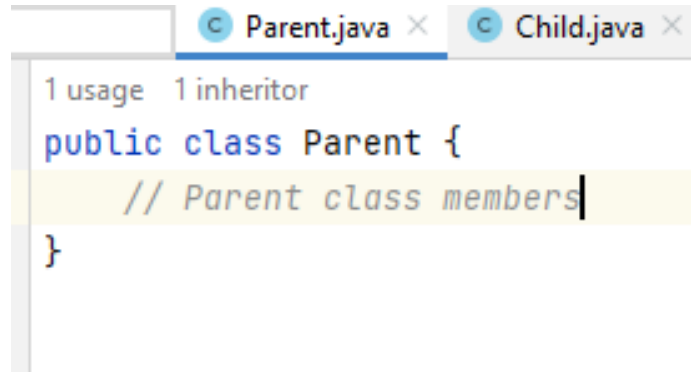
- Inheritance is a fundamental feature of object-oriented programming (OOP) that allows a class to inherit properties and behaviours from another class.
- It promotes code reusability, extensibility, and organisation by allowing new classes to be built upon existing classes

Basic Concept

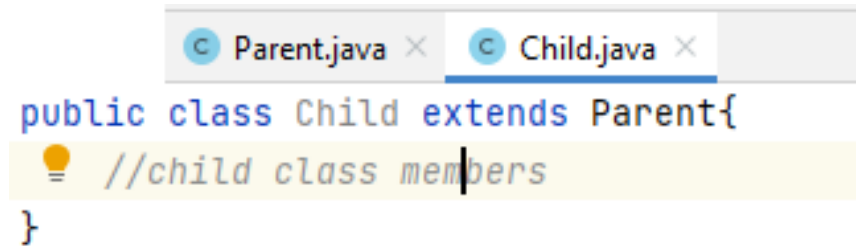
- **Parent Class (Superclass/Base Class):**
 - Defines common properties and behaviours shared by multiple classes.
 - Also referred to as superclass or base class.
- **Child Class (Subclass/Derived Class):**
 - Inherits properties and behaviours from the parent class.
 - Can have its own additional properties and behaviours.
 - Also referred to as subclass or derived class.



Syntax for Inheritance in Java



```
1 usage 1 inheritor
public class Parent {
    // Parent class members
}
```



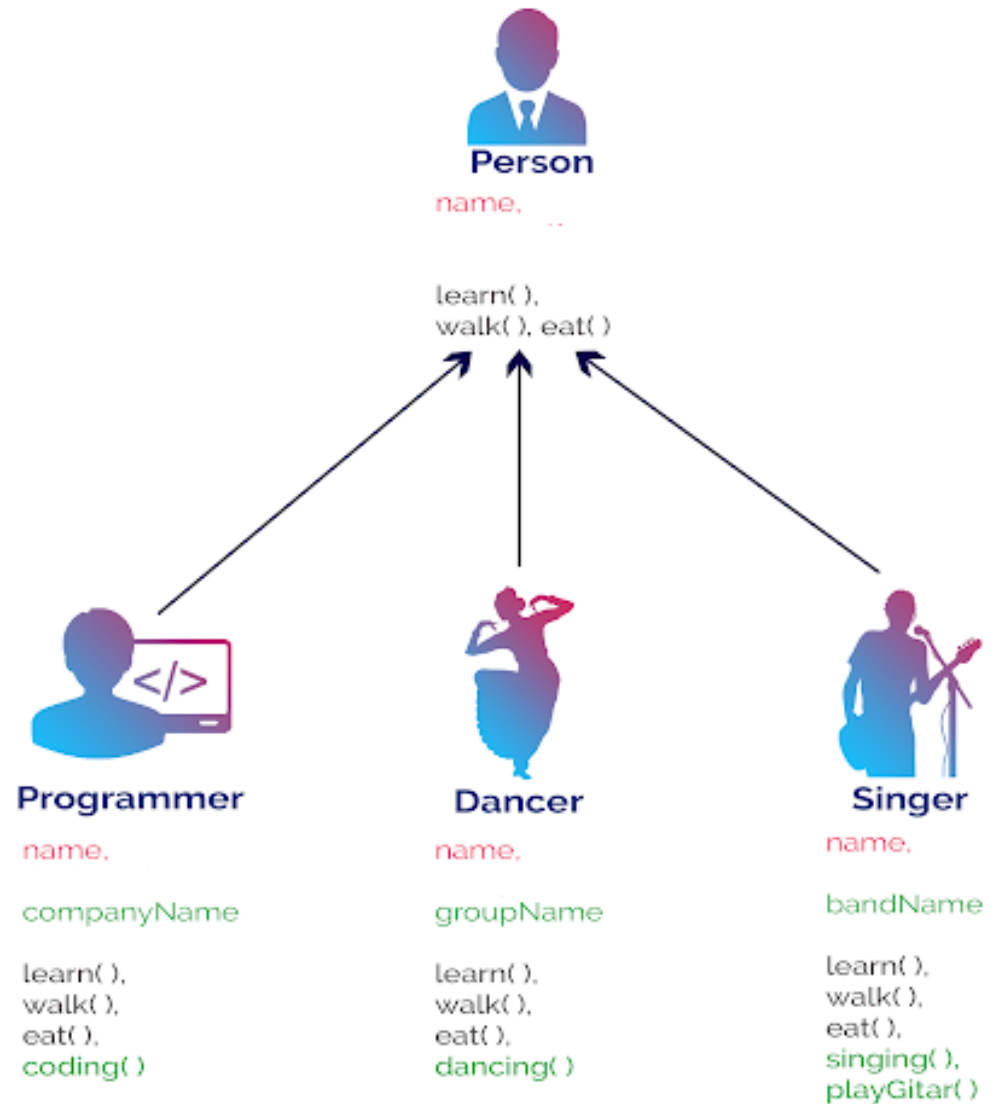
```
public class Child extends Parent{
    //child class members
}
```

extends

Indicates that a class is
inheriting from another class

Example - Person

```
public class Person {  
    2 usages  
    String name;  
  
    public Person(String name) {  
        this.name = name;  
    }  
  
    //setters and getters  
    public void learn(){  
        System.out.println("Learns loads");  
    }  
    public void eat(){  
        System.out.println("Eats too much");  
    }  
    public void walk(){  
        System.out.println("Probably doesn't walk enough");  
    }  
    @Override  
    public String toString() {  
        return "Person{" +  
            "name='" + name + '\'' +  
            '}';  
    }  
}
```

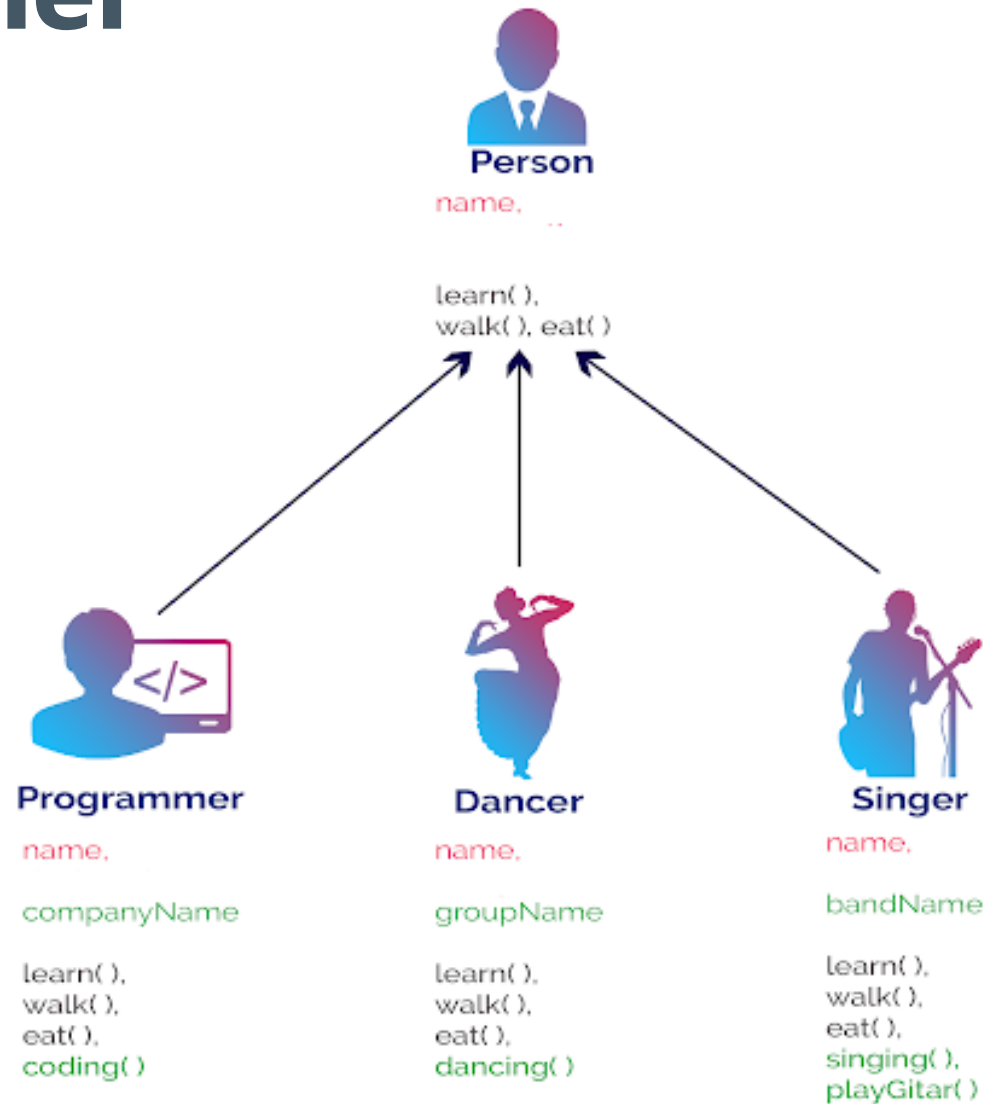


Example - Programmer

```
public class Programmer extends Person{
    2 usages
    String companyName;

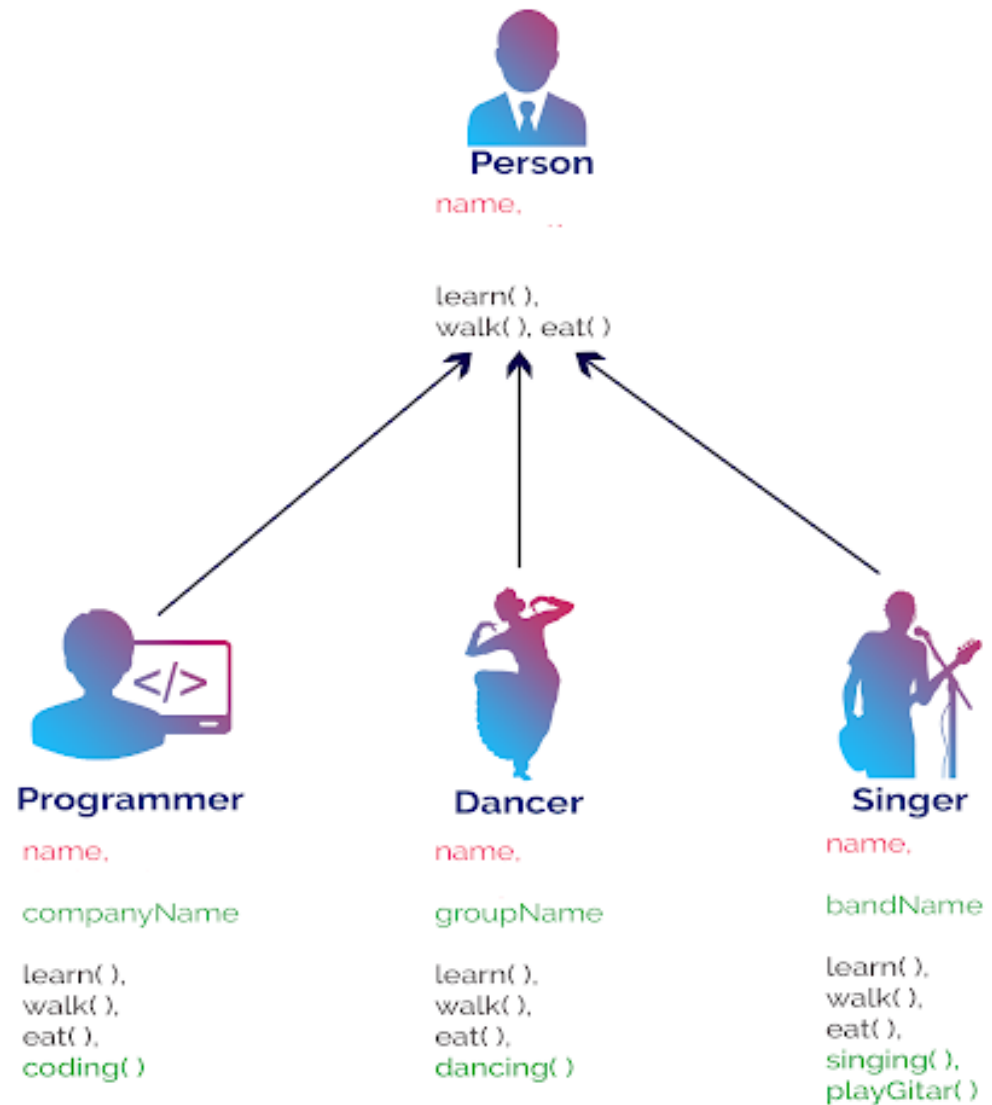
    public Programmer(String name, String companyName) {
        super(name);
        this.companyName = companyName;
    }
    //setters getters
    public void coding(){
        System.out.println("Who doesn't love to be able to code??");
    }

    @Override
    public String toString() {
        return super.toString() + "Programmer{" +
            "companyName='" + companyName + '\'' +
        '}'
    }
}
```



Example - Dancer

```
public class Dancer extends Person{  
    2 usages  
    String groupName;  
  
    public Dancer(String name, String groupName) {  
        super(name);  
        this.groupName = groupName;  
    }  
    //setters getters  
    public void dancing(){  
        System.out.println("I love to dance!!!!");  
    }  
  
    @Override  
    public String toString() {  
        return super.toString() + "Dancer{" +  
            "groupName='" + groupName + '\'' +  
            '}' ;  
    }  
}
```

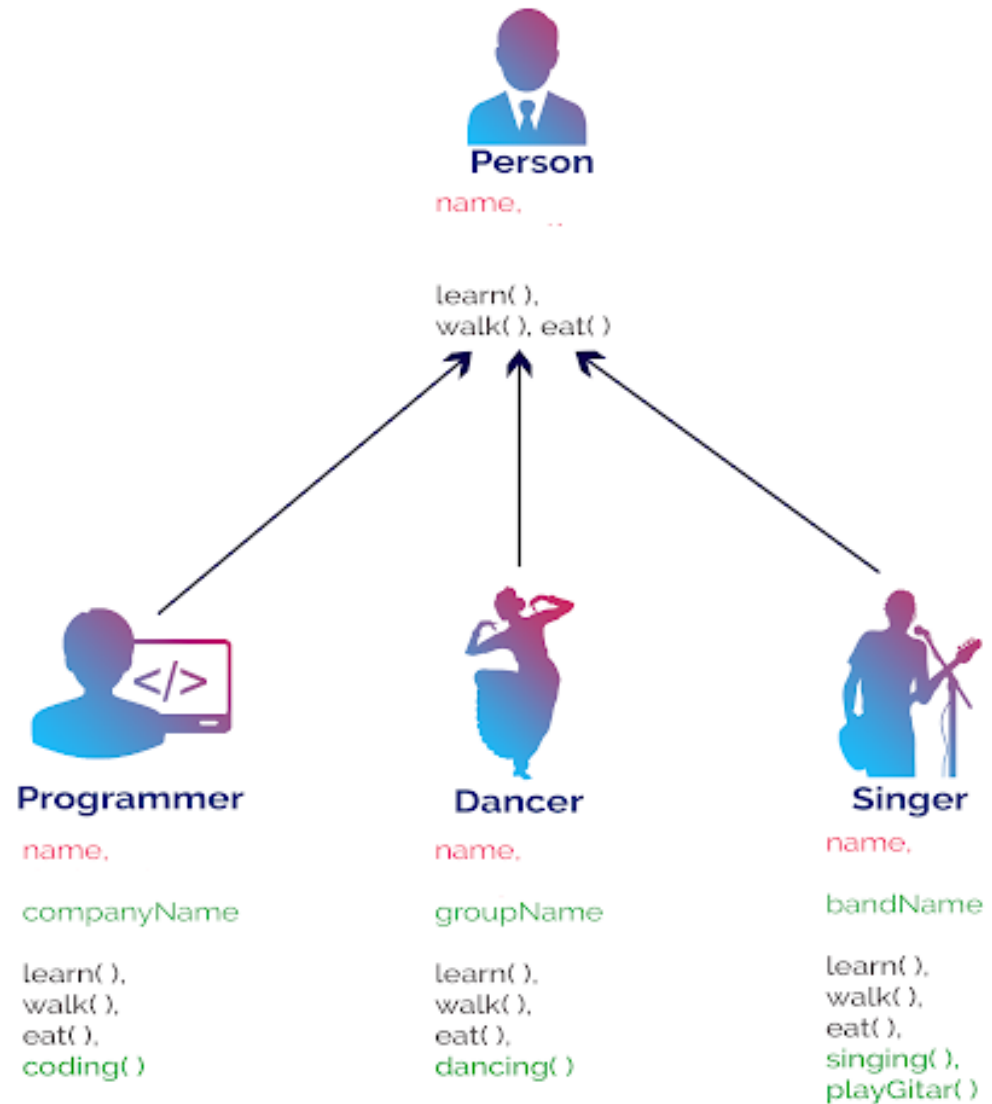


Example - Singer

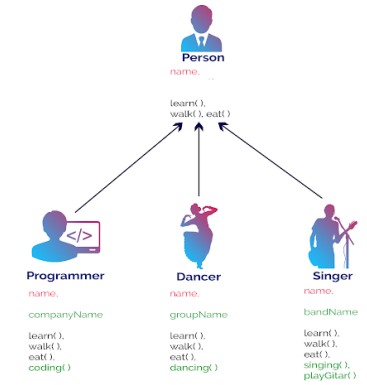
```
public class Singer extends Person{
    2 usages
    String bandName;

    public Singer(String name, String bandName) {
        super(name);
        this.bandName = bandName;
    }
    //setters getters
    public void singing(){
        System.out.println("I love to sing!!!!");
    }
    public void playGuitar(){
        System.out.println("Only when I sing");
    }

    @Override
    public String toString() {
        return "Singer{" +
            "bandName='" + bandName + '\'' +
            ", name='" + name + '\'' +
            '}';
    }
}
```



Example - Driver



```
public class Driver {
    public static void main(String[] args){
        Programmer progObject = new Programmer( name: "Joe Doe", companyName: "Apple");
        Singer singerObject = new Singer( name: "Debbie Harry", bandName: "Blondie");
        Dancer dancerObject = new Dancer( name: "Anna Pavlova", groupName: "Imperial Russian Ballet");

        System.out.println(progObject.toString());
        System.out.println("What can the dancer do?" );
        dancerObject.eat();
        dancerObject.dancing();
        System.out.println("How about the Singer?" );
        singerObject.walk();
        singerObject.playGuitar();
    }
}
```

```
Person{name='Joe Doe'}Programmer{companyName='Apple'}
What can the dancer do?
Eats too much
I love to dance!!!!
How about the Singer?
Probably doesn't walk enough
Only when I sing
```

**Any
Questions?**

