

Inheritance

Class Hierarchies



SoftUni Team
Technical Trainers



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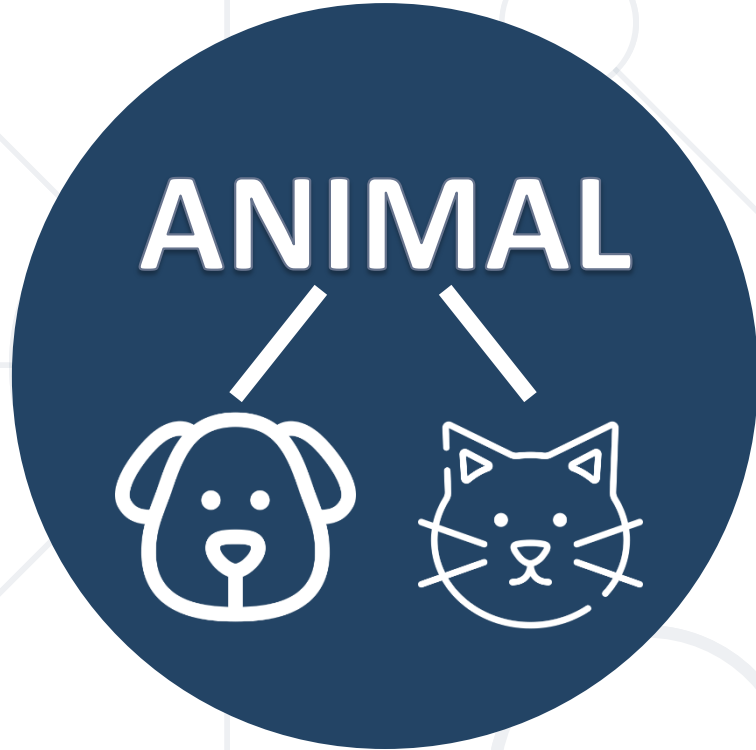
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1. Inheritance
2. Class Hierarchies
 - Inheritance in C#
3. Accessing Base Class Members
4. Reusing Classes
5. Type of Class Reuse

sli.do

#csharp-advanced

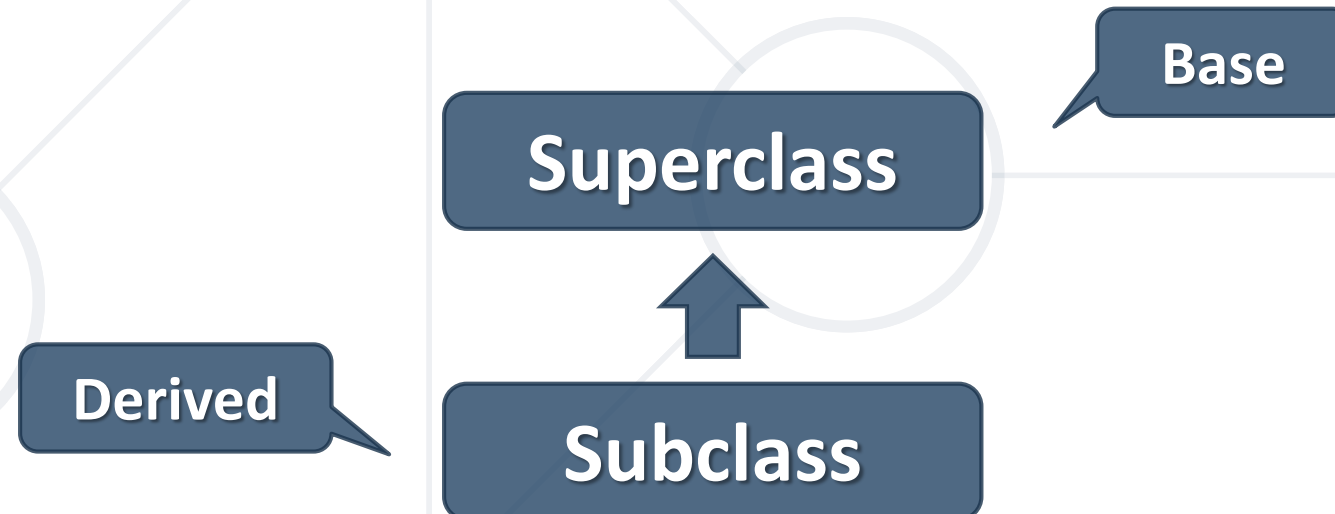


Inheritance

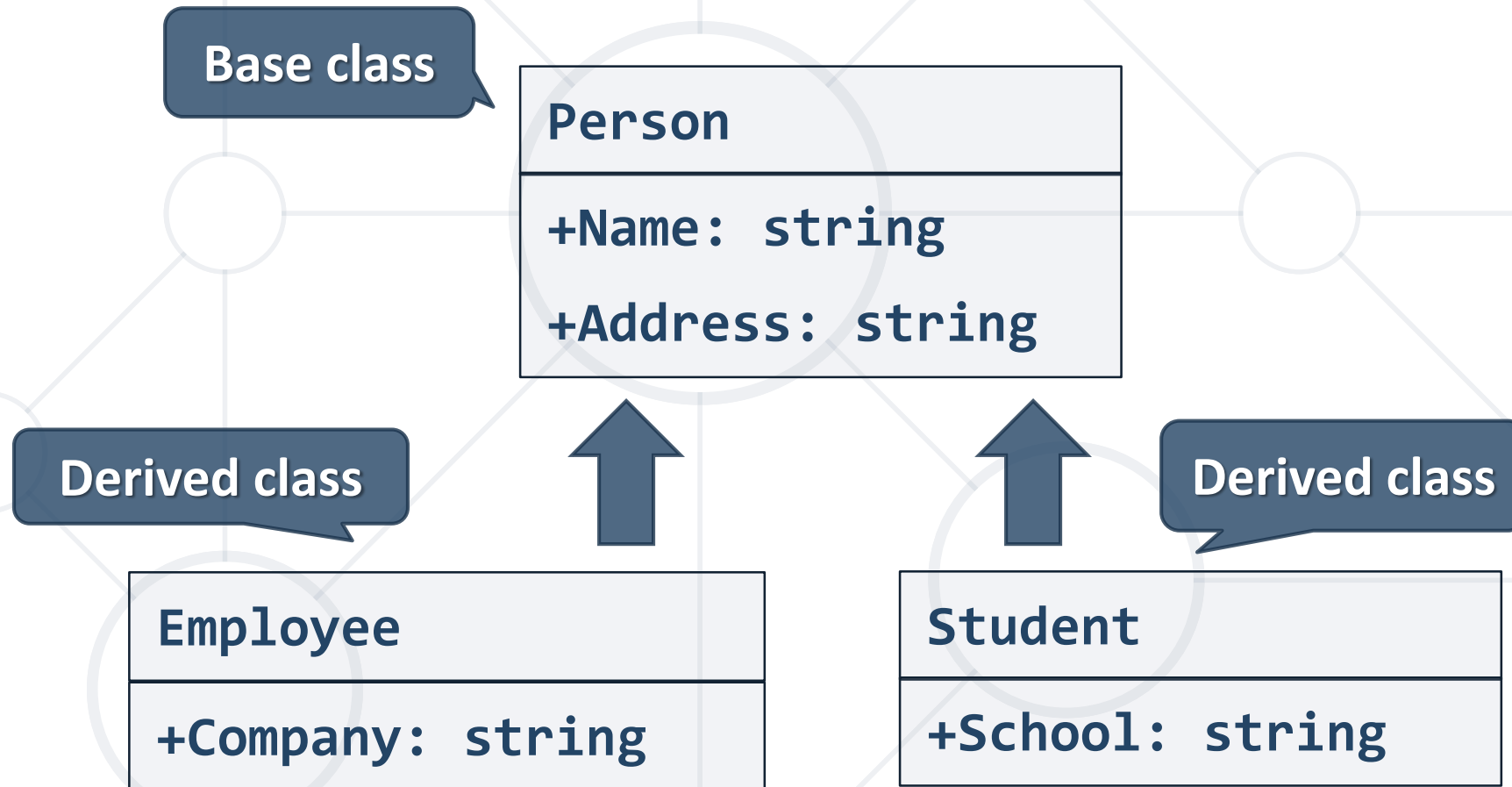
Extending Classes

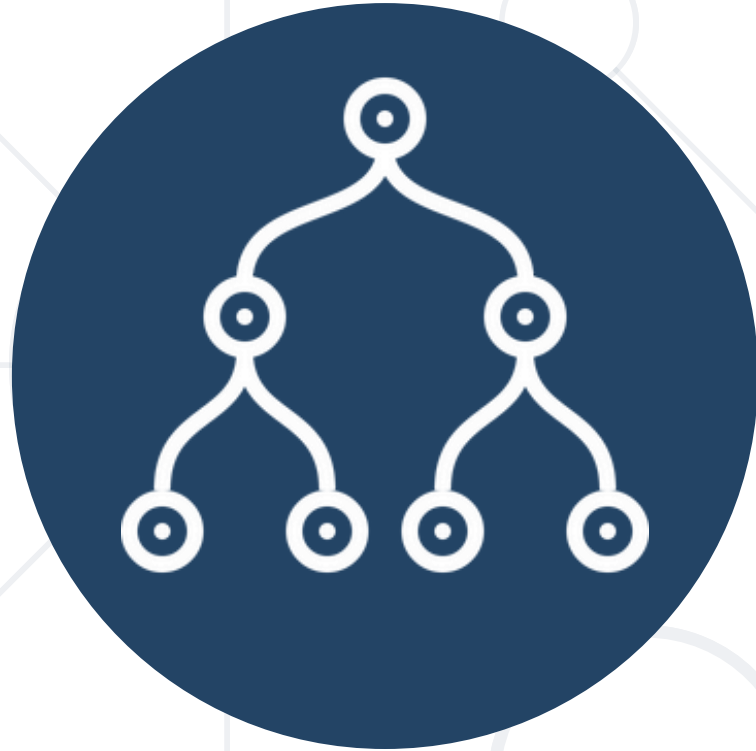
Inheritance

- **Superclass** - Parent class, Base Class
 - The class giving its **members** to its **child class**
- **Subclass** - **Child** class, **Derived** class
 - The class taking members from its base class



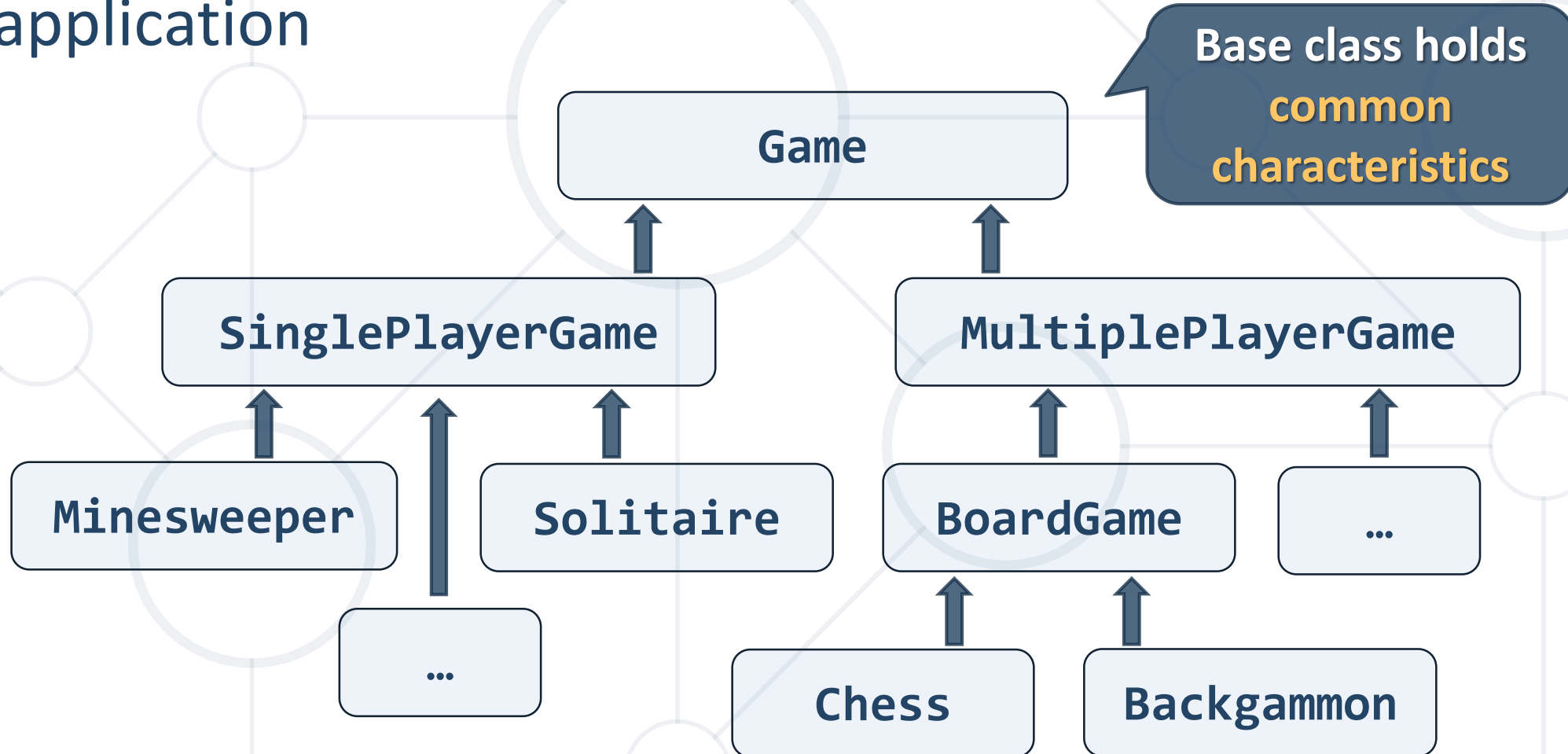
Inheritance – Example





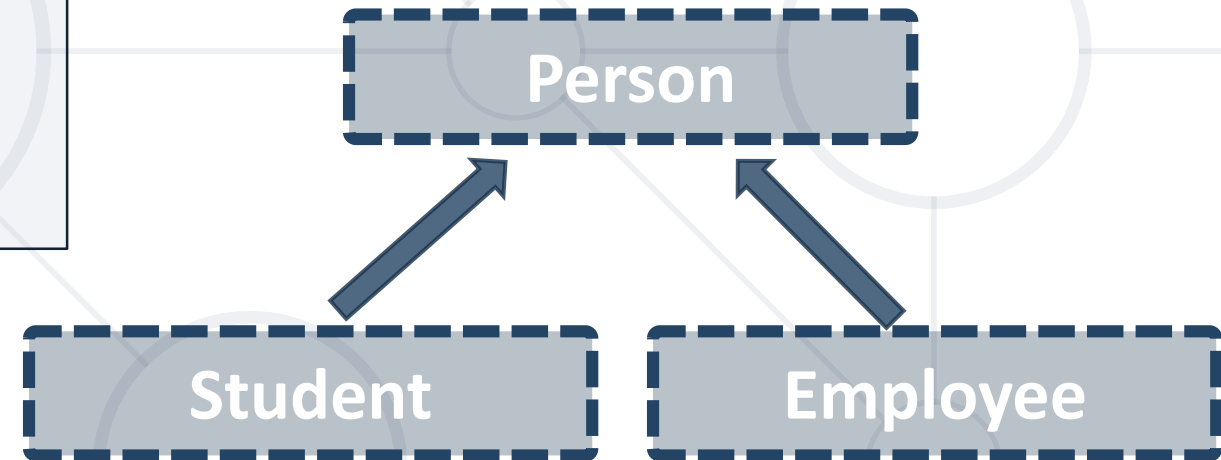
Class Hierarchies

- Inheritance leads to **hierarchies** of classes and/or interfaces in an application



- In C# inheritance is defined by the **:** operator

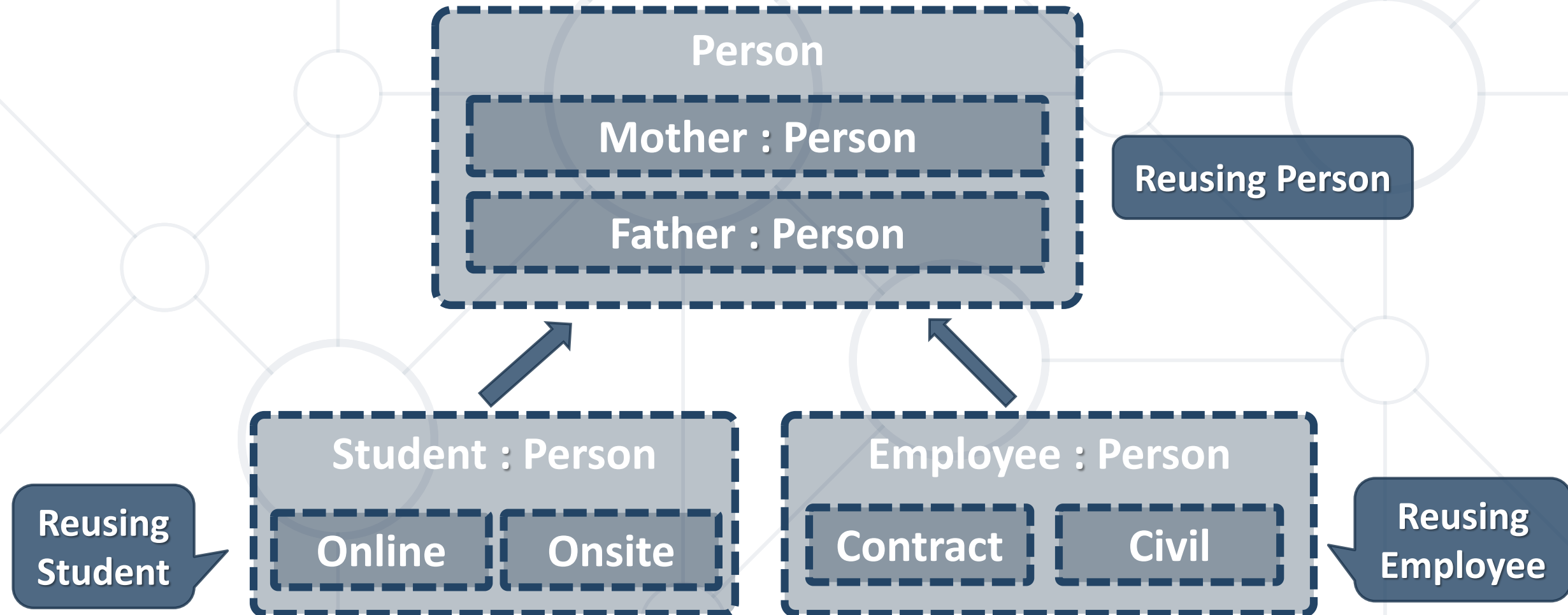
```
class Person { ... }  
class Student : Person { ... }  
class Employee : Person { ... }
```



Student : Person

Inheritance - Derived Class

- Derived classes **take all members** from base classes



- You can access inherited members as usual

```
class Person { public void Sleep() { ... } }  
class Student : Person { ... }  
class Employee : Person { ... }
```

```
Student student = new Student();  
student.Sleep();  
Employee employee = new Employee();  
employee.Sleep();
```

- Constructors are **not inherited**
- They can be **reused** by the child classes

```
class Student : Person {  
    private School school;  
    public Student(string name, School school)  
        :base(name) {this.school = school;}  
}
```

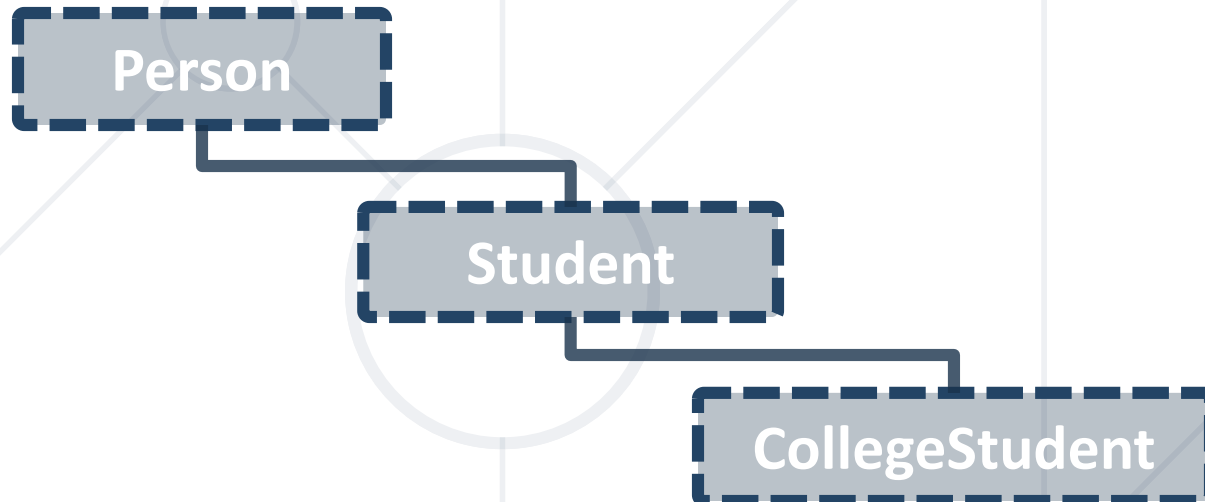
Thinking about Inheritance - Extends

- Derived class instance **contains** instance of its base class

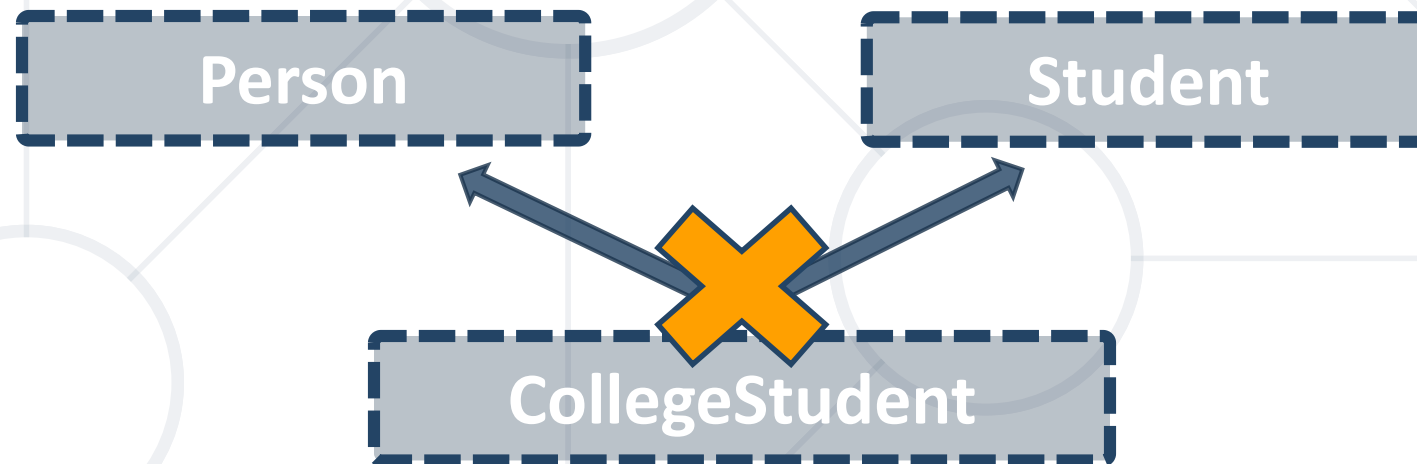


- Inheritance has a **transitive relation**

```
class Person { ... }  
class Student : Person { ... }  
class CollegeStudent : Student { ... }
```



- In C# there is **no multiple** inheritance
- Only **multiple interfaces** can be implemented



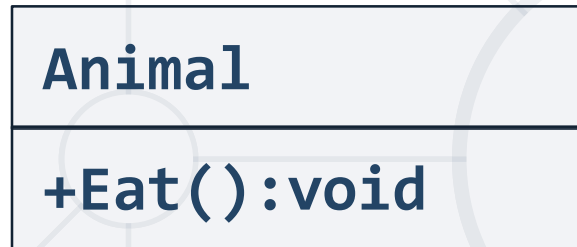


Accessing Base Class Members

- Use the **base** keyword

```
class Person { ... }  
class Employee : Person  
{  
    public void Dismiss(string reasons)  
    {  
        Console.WriteLine($"{{base.name}} got fired because of {{reasons}}");  
    }  
}
```

Problem: Single Inheritance



```
Dog dog = new Dog();  
dog.Eat();  
dog.Bark();
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/1499#0>

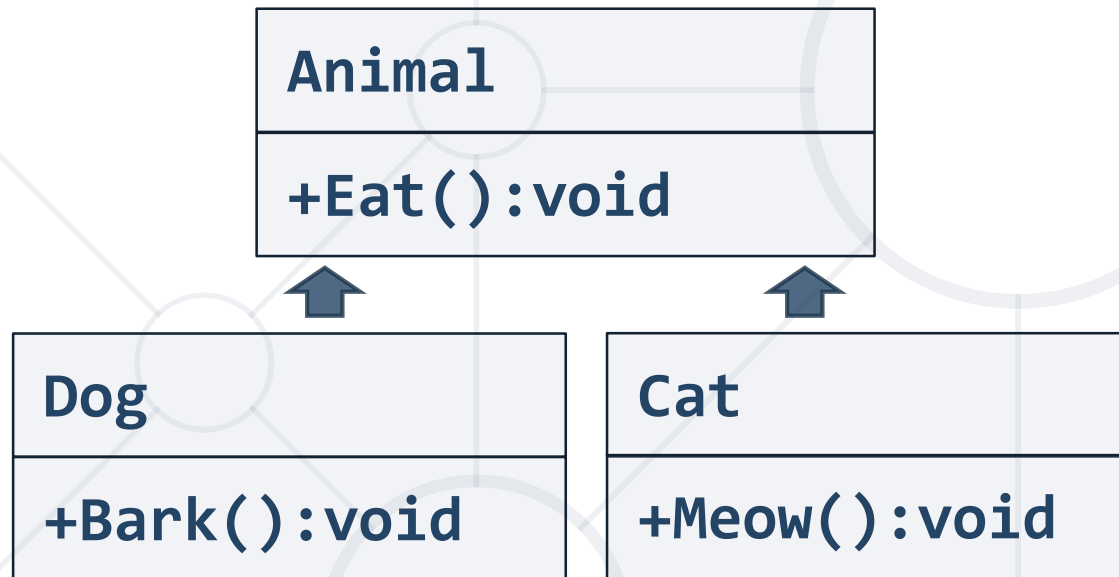
Problem: Transitive Inheritance



```
Puppy puppy = new Puppy();
puppy.Eat();
puppy.Bark();
puppy.Weep();
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/1499#1>

Problem: Hierarchical Inheritance



```
Dog dog = new Dog();
dog.Eat();
dog.Bark();
```

```
Cat cat = new Cat();
cat.Eat();
cat.Meow();
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/1499#2>



Reusing Classes

Reusing Code at Class Level

- Derived classes **can access all public** and **protected** members
- **Internal** members **are accessed in the same assembly**
- **Private** fields are **inherited**, but not visible in subclasses

```
class Person {  
    private string id;  
    string name;  
    protected string address;  
    public void Sleep(); }  
}
```

- Derived classes **can hide** superclass variables

```
class Person { protected int weight; }
```

```
class Patient : Person  
{  
    protected float weight;  
    public void Method()  
    {  
        double weight = 0.5d;  
    }  
}
```

Hides **int weight**

Hides **float weight**

- Use **base** and **this** to specify member access

```
class Patient : Person
{
    protected float weight;
    public void Method()
    {
        double weight = 0.5d;
        this.weight = 0.6f;
        base.weight = 1;
    }
}
```

Local variable

Instance member

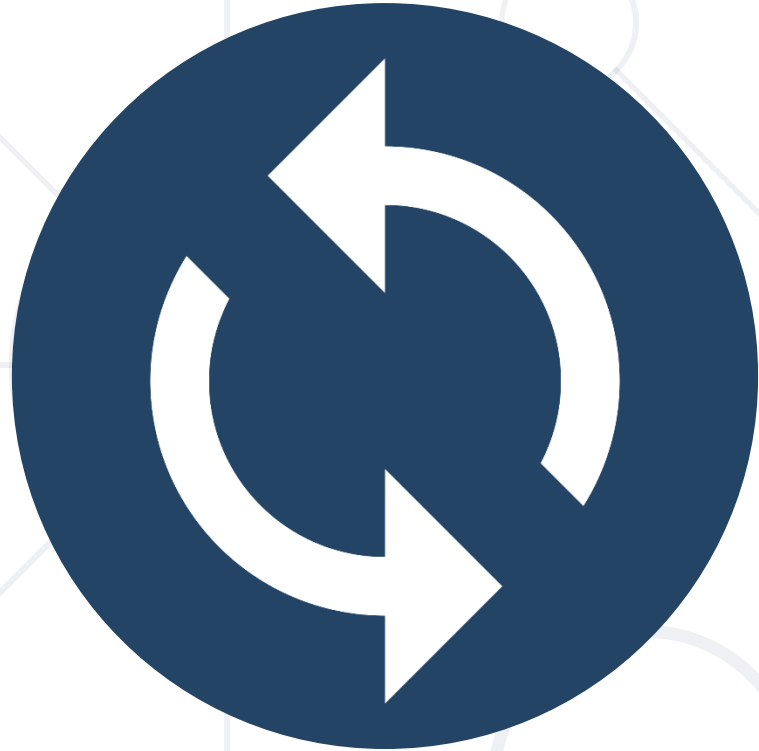
Base class member

- Virtual - defines a method that **can be overridden**

```
public class Animal
{
    public virtual void Eat() { ... }
}
```

```
public class Dog : Animal
{
    public override void Eat() {}
}
```

- The sealed modifier prevents other classes from **inheriting** from it
- You can use the **sealed** modifier on a **method** or a **property** in a **base** class:
- It enables you to **allow classes** to **derive** from your class
- **Prevents** the **overriding** of specific **virtual methods** and properties

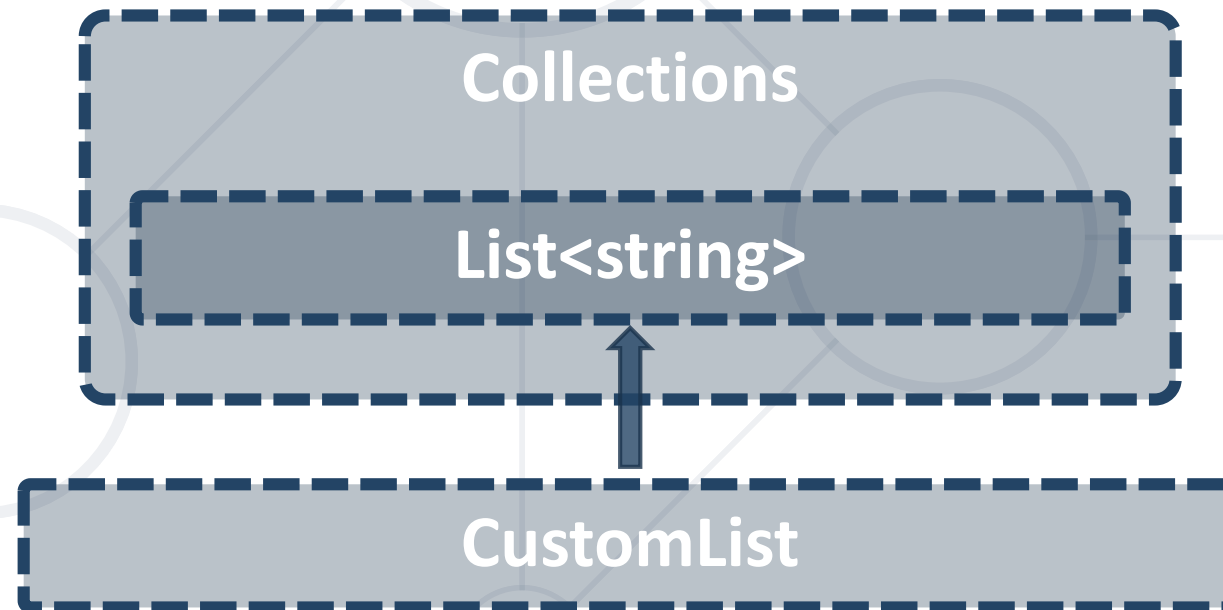


Types of Class Reuse

Extension (Inheritance) and Composition

Extension (Inheritance) (IS-A relation)

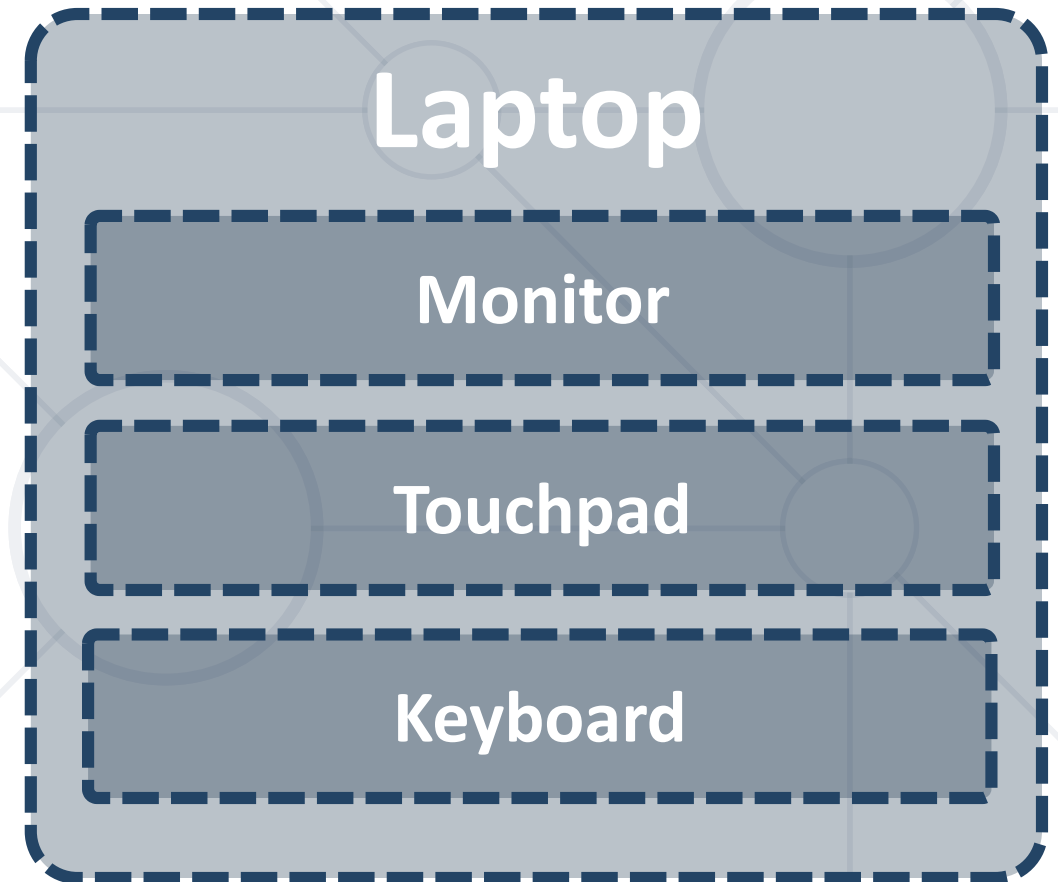
- **Duplicate code** is error prone
- **Reuse classes** through **extension**
- Sometimes the only way



- Using classes to **define** classes

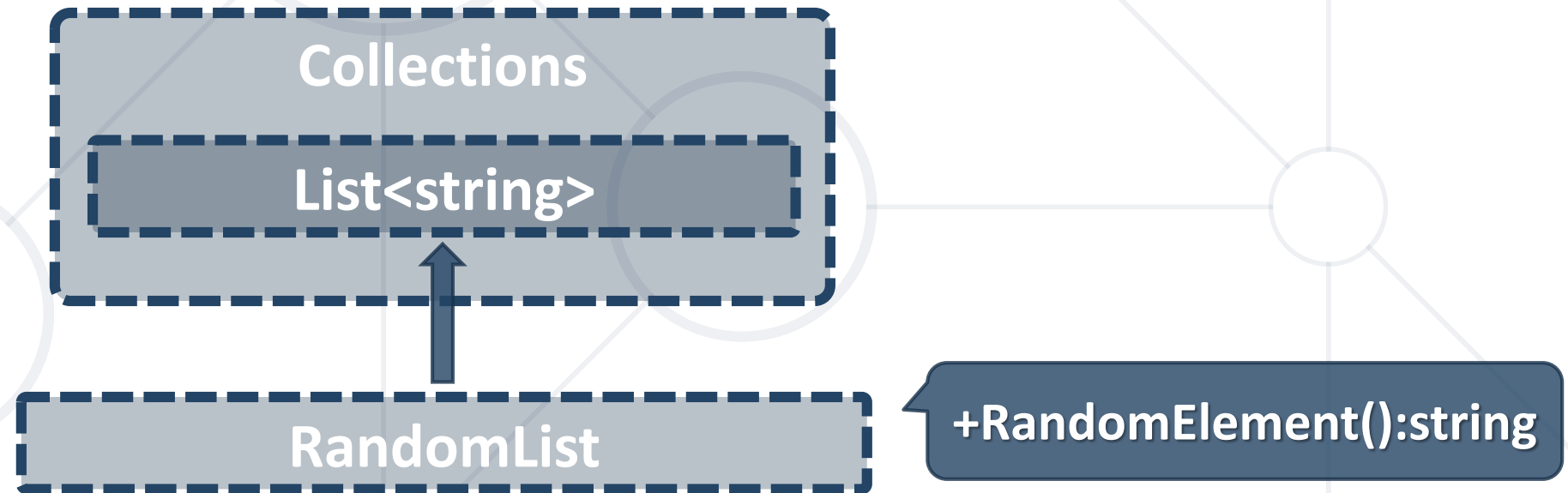
```
class Laptop {  
    Monitor monitor;  
    Touchpad touchpad;  
    Keyboard keyboard;  
    ...  
}
```

Reusing
classes



Problem: Random List

- Create a list that has
 - All functionality of a **List<string>**
 - Method that returns and removes a random element



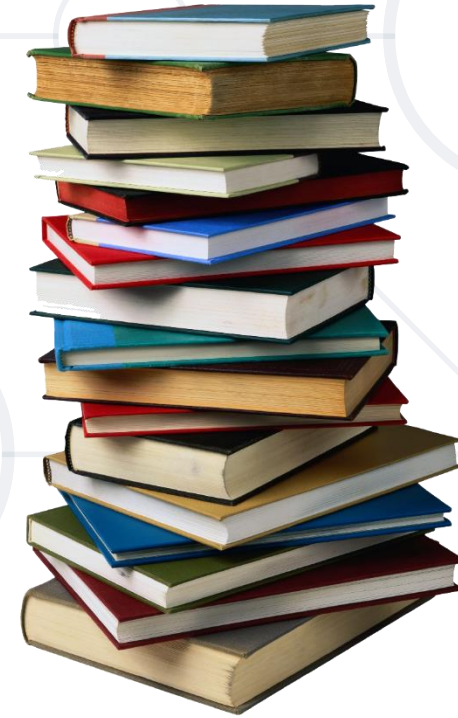
Solution: Random List

```
public class RandomList : List<string> {  
    private Random rnd; // TODO: Add constructor  
    public string RemoveRandomElement() {  
        int index = rnd.Next(0, this.Count);  
        string str = this[index];  
        this.RemoveAt(index);  
        return str;  
    }  
}
```

Problem: Stack of Strings

- Create a simple **StackOfStrings** class which **inherits** the `Stack<string>`

StackOfStrings
+IsEmpty(): Boolean
+AddRange(): void



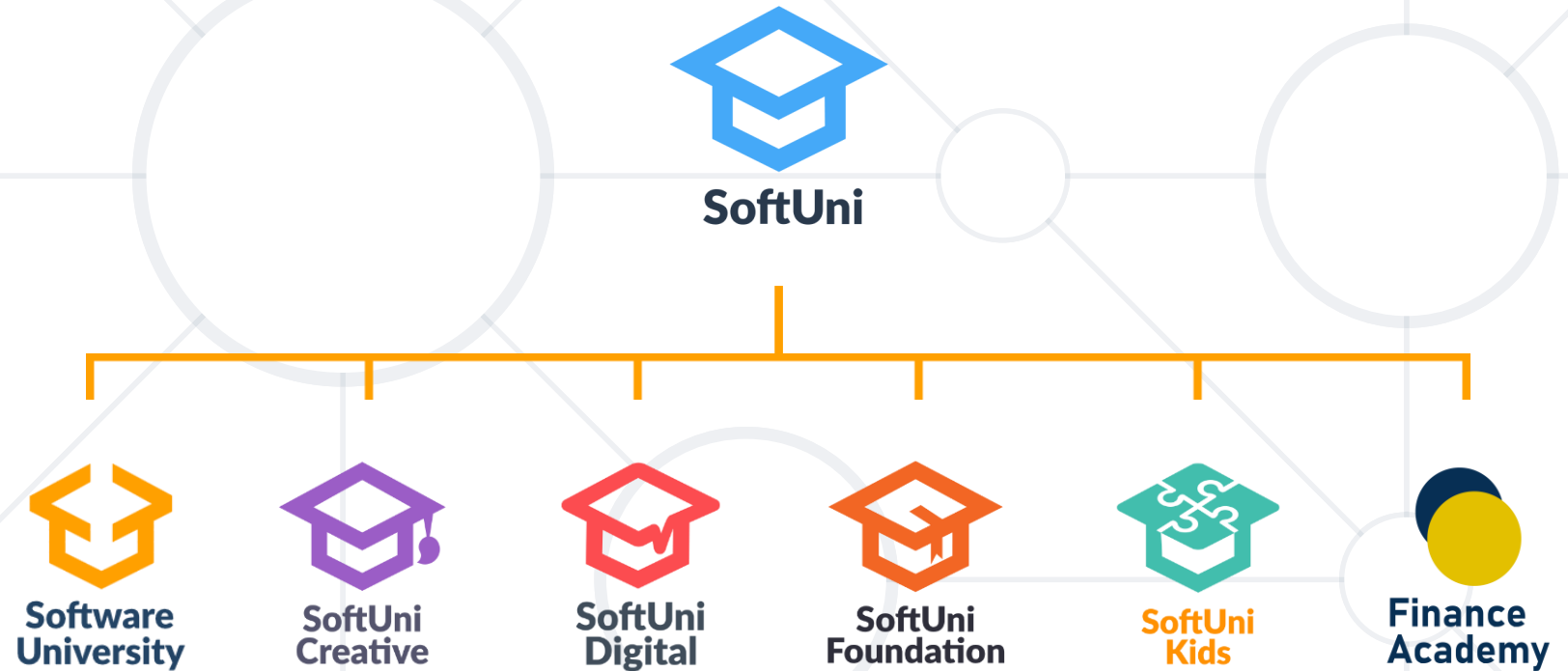
Solution: Stack of Strings

```
public class StackOfStrings : Stack<string> {  
    public bool IsEmpty() {  
        return this.Count == 0;  
    }  
    public void AddRange(IEnumerable<string> collection) {  
        foreach (var element in collection)  
            this.Push(element);  
    }  
}
```

- Inheritance is a powerful tool for **code reuse**
- **Subclass inherits** members from **Superclass** and can **override** methods
- Look for classes with the **same role**
- Look for **IS-A** and **IS-A-SUBSTITUTE**
- Consider **Composition** and **Delegation**



Questions?



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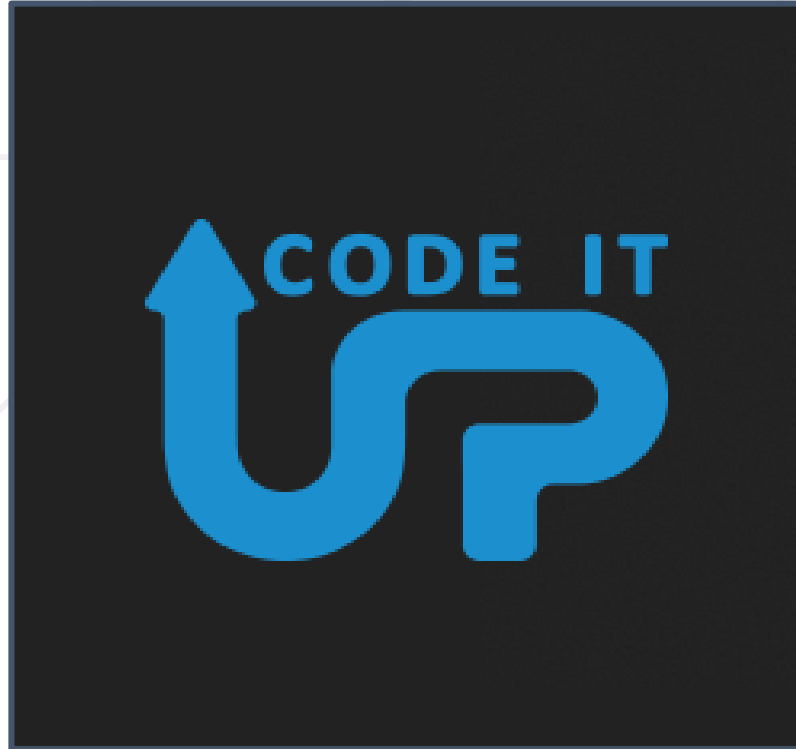


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