Java Programming for Beginners

Lab Exercise 7

1) Our custom classes can inherit from existing classes in the Java library. Create an **AlertingRandom** class which inherits from the standard **java.util.Random** class. This class should function like a normal **Random**, but, when constructed it should print an alert to the console.

2) If we write our Java code in a custom namespace we can get away with naming our alerting class (ourNamespace) **Random** and still inheriting from **java.util.Random**. Do this. How does Java determine which **Random** class we are referencing in our code? While this is an interesting learning exercise, why is the practice probably not appropriate for serious software projects?

(Hint: To achieve this, we will most likely want to override the existing **Random** constructors.)

3) While our **AlertingRandom** class was able to add alerting functionality to an existing class, there is another option available to us when building our own codebase. Create an abstract class so that subclasses of the class will have this "alerting on construction" functionality.