

# OOP244\_NHH

Inheritance

# Inheritance idea:

- We can represent a Dog as follows



## Characteristics

- Age
- Weight
- Heart

## Functionalities

- Breathes
- Eats
- Barks

# Inheritance idea:



## Characteristics

- Age
- Weight
- Heart

## Functionalities

- Breathes
- Eats
- Make Hair Ball



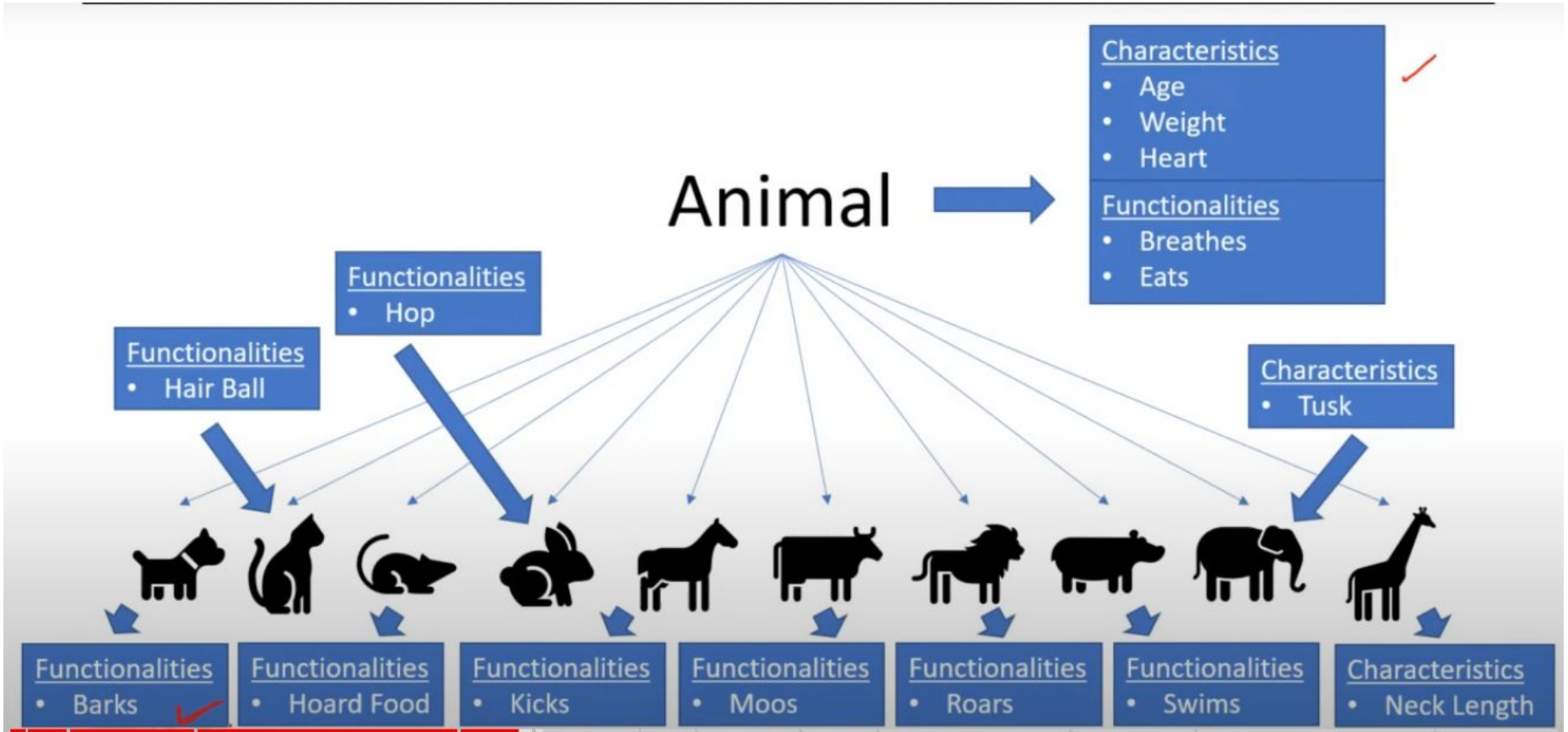
#### Characteristics

- Age
- Weight
- Heart

#### Functionalities

- Breathes
- Eats
- Hop

# Inheritance big picture:



# Real World Example

## Characteristics

- HistoryEntry

## Functionalities

- AddToHistory()

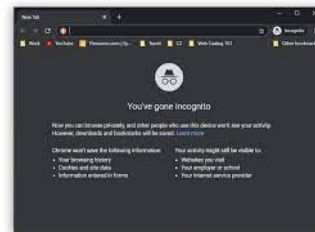
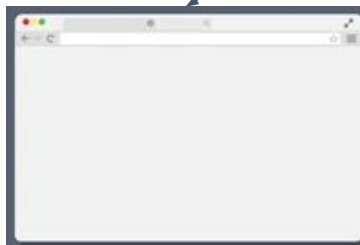
## Tab

## Characteristics

- URL
- Title

## Functionalities

- Reload()
- NavigateBackward()
- NavigateForward()



## Characteristics

- DataCleared

## Functionalities

- ClearData()

# Real World Example **CALL OF DUTY**

## Weapon



### Characteristics

- BarrelLength

### Functionalities

- AttachSuppressor()



### Characteristics

- MagazineSize
- BipodDeployed

### Functionalities

- DeployBipod()
- Overheat()

### Characteristics

- Name
- Weight
- Price

### Functionalities

- Aim()
- Fire()
- Reload()