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| **ACTIES OP HET SCHERM** | **VOICE-OVER** | **DUUR** |
|  | Inheritance is a pretty important concept when it comes to object oriented programming. It can help to develop code that is easy to understand and maintain. Here we will discuss an example illustrating how to deal with multiple quadrature methods. |  |
| 1. Show program compilation unit | 1. Show declaration 2. Show creation at runtime |  |
| 1. Show abstract class | 1. Show class definition, explain deferred 2. Show interface definition |  |
| 1. Show Simpson implementation | 1. Show class definition 2. Show interface for constructor 3. Show implementation compute method |  |
| 1. Show abstract Gauss class | 1. Show class definition 2. Show interface for creation method 3. Show implementation of initialization subroutine 4. Show utility method implementation |  |
| 1. Show concrete Gaussian implementation | 1. Show class declaration 2. Show implementation of initialization |  |
| 1. Show second concrete Gaussian implementation | 1. Show class declaration 2. Show implementation of initialization |  |
|  | Although inheritance definitely has its place in software development, it should not be over-used. Deep class hierarchies will lead to code that is hard to adapt, and runtime polymorphism may generate some overhead that decreases the application’s performance. Composition or duck typing may be better alternatives in some situations. |  |
| **TOTALE DUUR** | | *Maak je screencast niet langer dan ca. 6 minuten.* |