Tutorial 5: Inheritance

CSE1100 - Object Oriented Programming

1 Basic Inheritance

Create a class Building. A building has a String street and an int value. Make sure you encapsulate these properly. A building's street should never be able to change, but a building's value can change. Also, give the class a constructor that initialises all fields.

Create a subclass of Building: House. A house should have an int number with a getter. Give this class constructor that initialises all fields too.

Create another subclass of Building: Office. An office has an int amountOfWorkers with a getter and a setter. Give this class a constructor that initialises all the fields.

2 Distribution of Logic

You are given three classes Person, Student and Teacher. Inspect these classes. You can see there is a lot of code duplication. Rewrite these classes to use inheritance and to minimilise code duplication.

Implement the toString methods for all three classes. toString should return a String with *all* properties in a human readable way. It should also be clear from toString on which class it is being called. An example toString output might be:

Student:

Thomas is 1.9 metres tall and lives in Delft

3 Interface

Copy your Person, Student and Teacher classes from 'part 2: Distribution of Logic'. You are given an interface HasToStudy. Make Student implement HasToStudy in the following way:

- The Student keeps track of how many times study is called.
- If and only if study has been called at least 5 times, willPassExam should return true.

3.1 Testing

Test the Student class. Write a test where willPassExam returns true and a where willPassExam returns false. Write at least one test for every other method as well.

4 Equals and Hashcode

Copy your Person, Student and Teacher classes from 'part 3: Interface'. Implement a proper equals and hashCode method for Person, Student, and Teacher. The equals and hashCode methods should use *all* available fields, e.g. a Student is only equal to another if their name, height, living status, and amount of times studied are the same. Make sure to minimalise code duplication.

4.1 Testing

Write a test for each $\verb+hashCode+$ method and three tests for each $\verb+equals+$ method:

- \bullet One test that checks equality for two objects at the same memory location.
- One test that checks equality for two objects that are equal but not at the same location in memory.
- One test that checks equality for two objects that are not equal.