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软件工程

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Class & Object

- **Class**: abstract data type that supports *inheritance* .
- **Objects** are instantiations of classes.



4.4 Inheritance



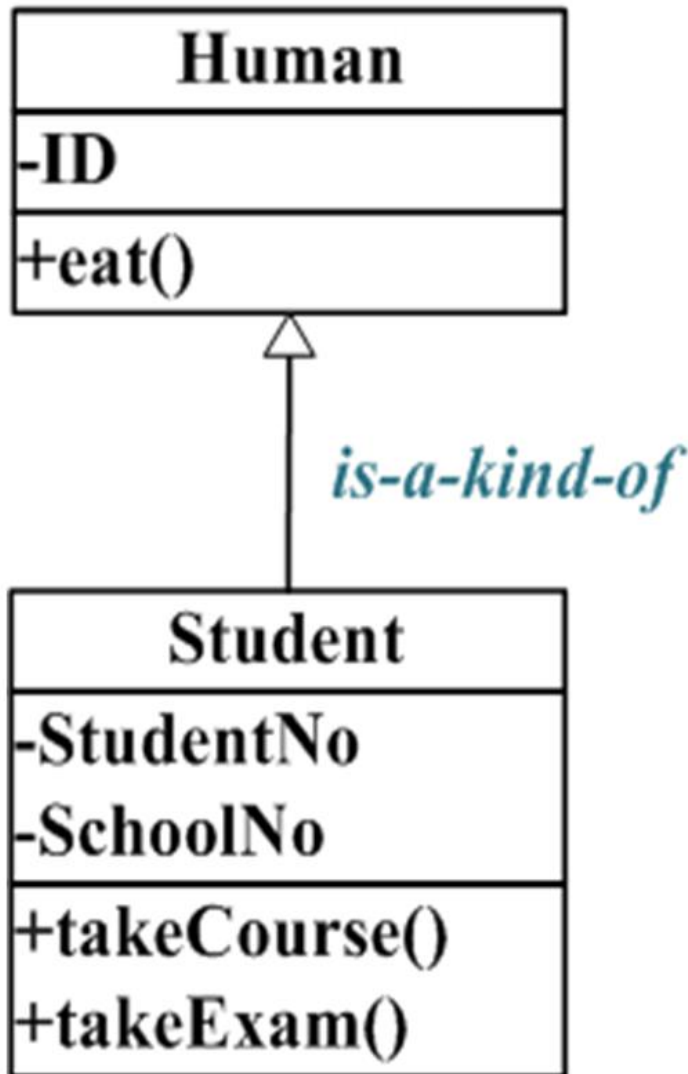
Inheritance

- Define *humanBeing* to be a *class*
 - A *humanBeing* has *attributes*, e.g., ID, name, etc.
- Define *Student* to be a *subclass* of *HumanBeing*
 - A *Student* inherits all attributes and methods of *humanBeing*.
 - A *Student* has all attributes of a *HumanBeing*, plus attributes of his/her own (e.g., SchoolNo, StudentNo).



Inheritance

- UML notation
---- Inheritance
is represented
by a large open
triangle.



Super Class
Base Class
Parent Class

Sub Class
Derived Class
Child Class



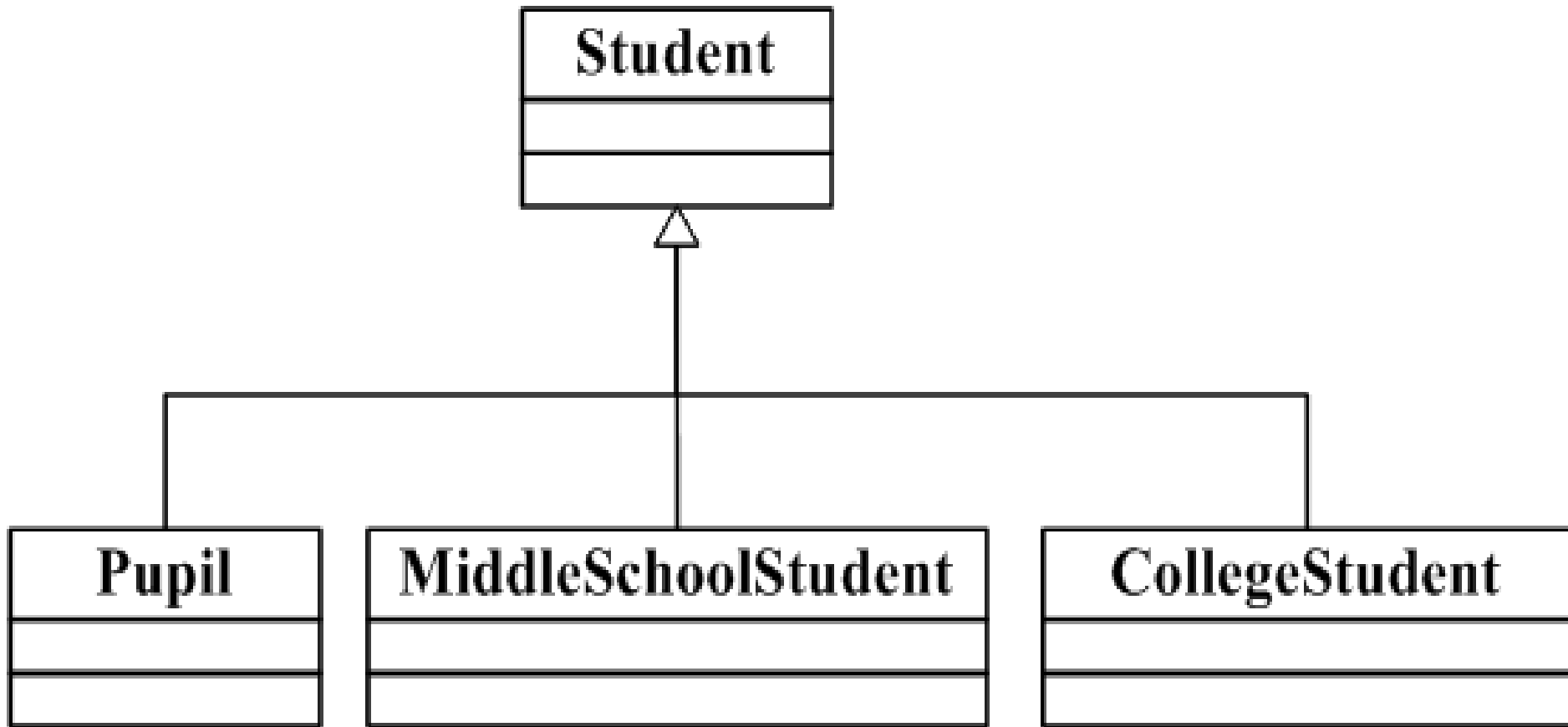
Java Implementation

The property of inheritance is an essential feature of object-oriented languages such as Java, Smalltalk, C++.

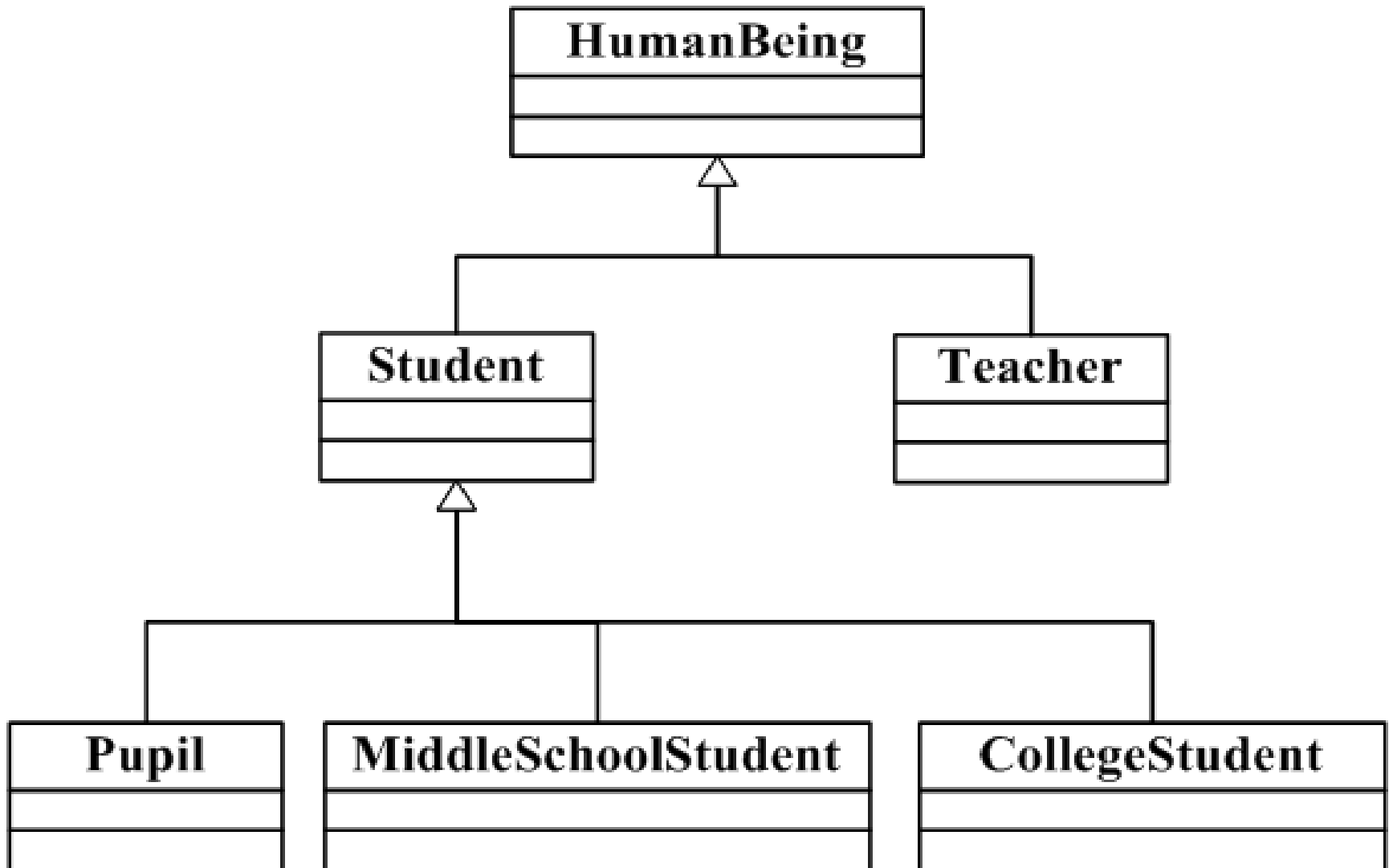
```
class Humanbeing
{
    int ID;
    String Name;
    // public declarations of operations on
    // HumanBeing
}

class Student extends HumanBeing
{
    String SchoolNo;
    String StudentNo;
    // public declarations of operations on
    // Student
}
```

Inheritance



Inheritance



Inheritance

➤ Thinking: *Fragile base-class* problem

