Java : Things i didn’t know - 2

Notebook: Java
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Super-classes, inheritance and using different methods from different java files.

Input:

Dog.java

```
class Dog extends Animal{// this means taht it will be inherited from animal class.

int age;//this will be used in getAge method to get the age of the dog


public Dog(int dogsAge){//always add the constructor onto parameter so its accessable

age = dogsAge;

}

public void bark(){
System.out.println("Woof!");//this method will print out "woof!"
}

public void run(int feet){//this method will print out what's below.


System.out.println("Your dog ran " + feet + " feet!");

}



public int getAge(){


return age;//this will return the age of the dog


}



public static void main(String[] args) {

Dog spike = new Dog(33);//made new variable called spike(name of new dog which is aged 33)

spike.bark();//this will run the method bark, which will print out "woof!"


spike.run(40);//this will run the "run" method and it will enter the paramenter "feet" as 40 in this case.


int spikeAge = spike.getAge();//this will create a variable spike age which will get the integer value of getAge.
System.out.println(spikeAge);//this will print out the integer value that's inside spikeAge.

spike.checkStatus();//this method is from animal class, which can be used here.

}

}
```

Animal.java

Input:

```
class Animal {

public void checkStatus() {//this can be used in Dog class since this is the superclass

System.out.println("Your pet is healthy and happy!");

}
}
```

Output:

```
Woof!
Your dog ran 40 feet!
33
Your pet is healthy and happy!
```

What I've learnt so far:

- I can use super-classes and sub-classes to merge and work with each other
- i can make new variables in main and calling methods alongside

Class: a blueprint for how a data structure should function

Constructor: instructs the class to set up the initial state of an object

Object: instance of a class that stores the state of a class

Method: set of instructions that can be called on an object

Parameter: values that can be specified when creating an object or calling a method

Return value: specifies the data type that a method will return after it runs