Inheritance

Goal: Can incorporate inheritance into program design

Problem Description

You will be creating a child class for your Thing.

- You may create a super class instead. If you do so, you MUST rename your original code with a superclass name. You can do this by highlighting the class name and choosing refactor → rename from the menu. Then your new class will have your old thing name.

Child Class

Implement a class that extends your thing class.

1. Include at least one instance variable that would not be appropriate for the parent class.

2. Implement a four-arguments constructor for your child class. Use them to initialize all instance variables.

3. Implement a getter and setter for the instance variable of your child class.

4. Implement a toString() method that returns a String representation of your child class where all the instance variables are in one line and separated by tabs