

Activity

Inheritance and Polymorphism

I. PROBLEM SOLVING (50 points)

Perform what is being asked. Write your code on a clean sheet of paper.

1. Create two (2) classes named **User** and **Administrator**. The Administrator class should inherit from the User class and the two (2) classes should be members of the namespace named **UserNamespace**. Refer to the UML class diagram below for the names of the required instance variables, methods, modifiers, and their types. Use the **Equals()** method to compare strings.

Legend

- (+) public
- (-) private
- (#) protected

italicized - abstract members

	User
-	user_id: string
#	user_password: string
+	User(string id, string pass)
+	verifyLogin(string id,
	string pass): bool
+	updatePassword(string newPassword): void
	Δ

Administrator - admin_name: string + Administrator(string name, string id, string pass) + upatePassword(string newPassword): void

+ updateAdminName(string name): void

GRADING RUBRIC:

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CRITERIA	PERFORMANCE INDICATORS	POINTS	
Correctness	The code produces the expected result.	15	
Logic	The code meets the specifications of the problem.	15	
Efficiency	The code is concise without sacrificing correctness and logic.	10	
Syntax	The code adheres to the rules of the programming language.	10	
Total		50	

10 Activity 1 *Property of STI
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