Lab #5 - Dynamic Polymorphism

Listen

Instructions

In this lab you will be writing a program based around the principle of **Dynamic Polymorphism**. Create a new Java program that accomplishes the following:

- Create a **Main** class with a **main** function
- Create a class of your choice which will act as a superclass for two more subclasses
  - Add at least three methods in the superclass with default implementations (ideally each method prints something to the console to help with testing purposes later)
- Create three subclasses that will inherit from your superclass
  - In your first subclass, override all of the methods in the superclass
  - In your second subclass, don't override any methods of the superclass, instead add a new method unique to that subclass
  - In your third subclass, only override one of the three methods from the superclass
- In your **main** function, instantiate one instance of each of your classes (superclass and subclasses)
- Add all of your objects to a collection (**ArrayList** or primitive array)
  - Loop through the collection of objects, calling each of the methods of the superclass on each instance
  - Observe the results

Take screenshots of each of your classes and the output from the console. Upload them to Lab #5

Download Print Open with docReader

Activity Details

Task: View this topic