

CENG 211 – Programming Fundamentals

Inheritance Example

Inheritance Example

```
public class Shape {  
    int x;  
    int y;  
  
    public void moveTo(int x, int y) {  
        this.x = x;  
        this.y = y;  
    }  
}
```

```
public class Rectangle extends Shape {  
    int width;  
    int height;  
  
    public void resize(int w, int h) {  
        width = w;  
        height = h;  
    }  
  
    public String toString() {  
        return "Rect: (" + x + ", "  
            + y + ")-(" + width  
            + "x" + height + ")";  
    }  
}
```



Inheritance Example

```
public class Shape {  
    int x;  
    int y;  
    public void moveTo(int x, int y) {  
        this.x = x;  
        this.y = y;  
    }  
  
    public int area() { return 0; }  
  
    public String toString() {  
        return "(" + x + ", " + y + ")";  
    }  
}
```

```
public class Rectangle extends Shape {  
    int width;  
    int height;  
  
    public void resize(int w, int h) {...}  
  
    public int area() {  
        return width*height;  
    }  
  
    public String toString() {  
        return super.toString() + "-(" +  
            width + "x" + height + ")";  
    }  
}
```



Inheritance Example

```
public abstract class Shape {  
    int x = 0;  
    int y = 0;  
  
    public void moveTo(int x, int y) {  
        this.x = x;  
        this.y = y;  
    }  
  
    public abstract int area();  
  
    public abstract void resize(int w, int h);  
  
    public String toString() {  
        return "(" + x + ", " + y + ")";  
    }  
}
```

```
public class Rectangle extends Shape {  
    int width;  
    int height;  
  
    public void resize(int w, int h) {...}  
  
    public int area() {  
        return width*height;  
    }  
  
    public String toString() {  
        return super.toString() + "-(" +  
            width + "x" + height + ")";  
    }  
}
```

@Override Annotation

- ▶ You can add the @Override annotation before the method that you want to override.
- ▶ The compiler will complain if the super class does not have a method with this signature.
- ▶ This will prevent you from defining a new method due to a typo.

```
class S {  
    void m() { ... }  
}
```

```
class C extends S {  
    @Override  
    void m() { ... }  
}
```

