

Object Oriented Programming

Lab 7 (Inheritance)

Practice

Q: You are provided with Point2D and Point3D classes demonstrating Inheritance. Follow a similar approach to complete the Shape, Circle and Rectangle classes. The Driver class and the Expected Output are also provided.

Key things to note while practicing:

1. Identifying and using “is-a” and “has-a” relationships.
2. The use and importance of the “super” reference.
3. What is meant by overriding and how it is different from overloading.
4. Using “instanceof” to check “is-a” relationship.

We recommend you to try this practice problem as it will be really helpful in the upcoming lab.