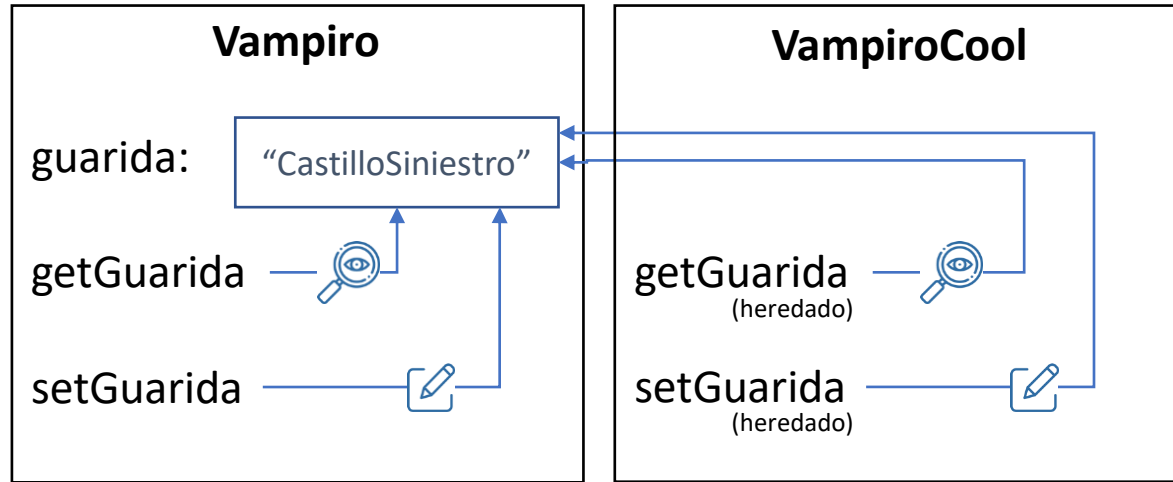


Material de repaso

Herencia en el ámbito de clase (Unidad 13) en Java

Prueba el Código del proyecto HerenciaClasesJava.zip a la par que sigues este documento

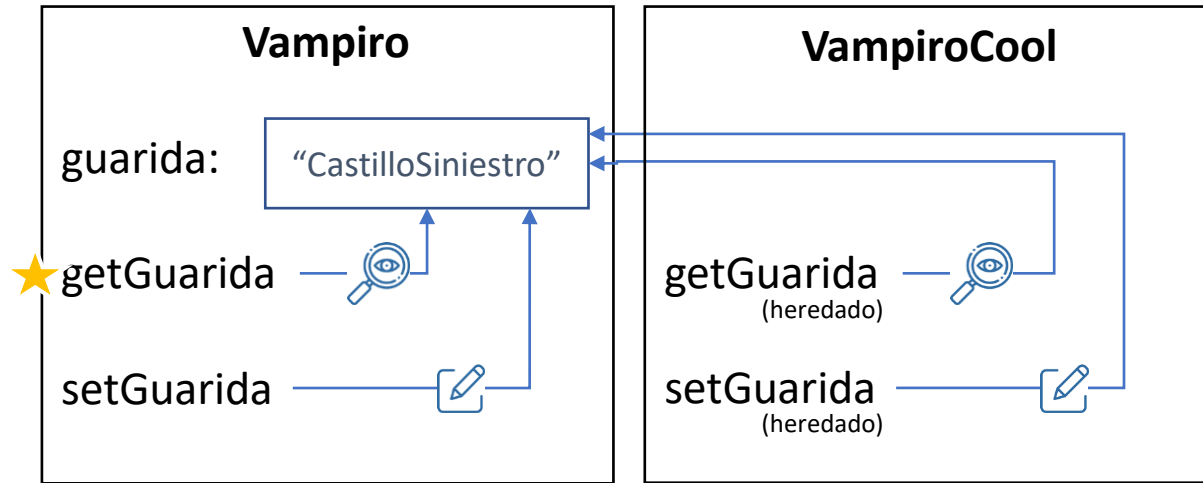
ESCENARIO 1: VampiroCool sin métodos propios



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

```
public class VampiroCool extends Vampiro {
}
}
```

ESCENARIO 1: VampiroCool sin métodos propios



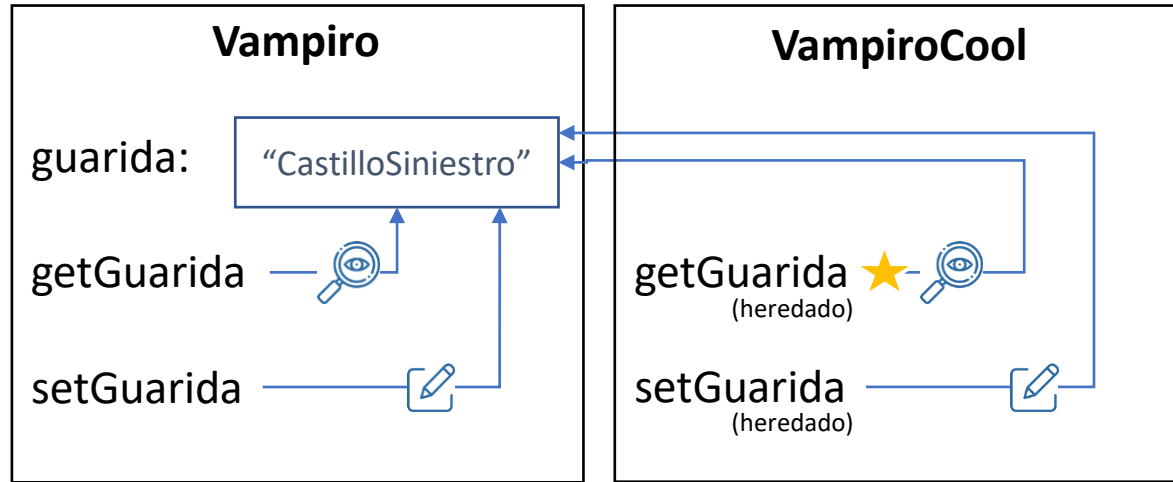
```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

```
public class VampiroCool extends Vampiro {  
  
}
```

```
★ System.out.println(Vampiro.getGuarida());  
  
System.out.println(VampiroCool.getGuarida());  
  
VampiroCool.setGuarida("CasaDiseño");  
  
System.out.println(VampiroCool.getGuarida());  
  
System.out.println(Vampiro.getGuarida());
```



ESCENARIO 1: VampiroCool sin métodos propios

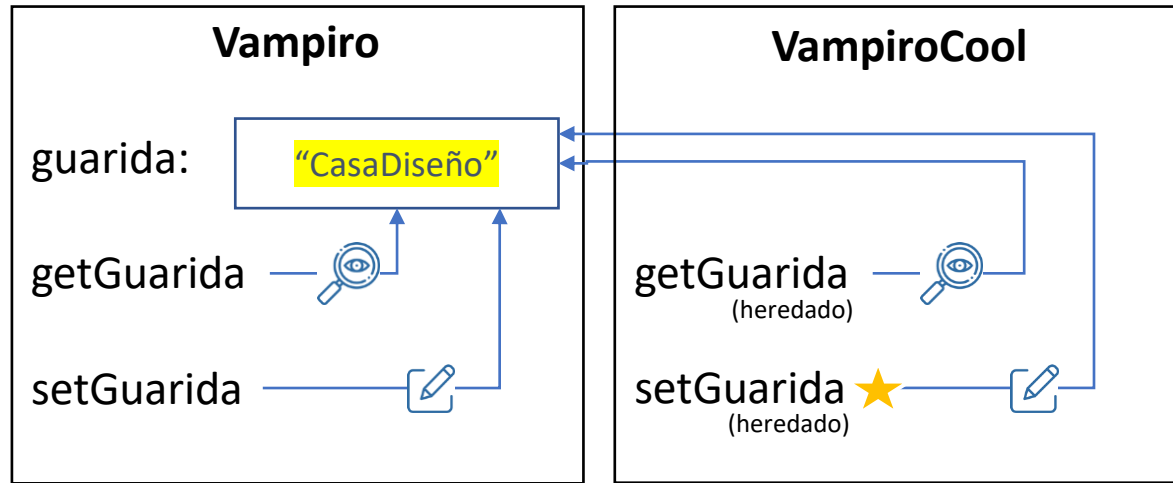


```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

```
public class VampiroCool extends Vampiro {  
  
}
```

```
System.out.println(Vampiro.getGuarida());  
★ System.out.println(VampiroCool.getGuarida());  
  
VampiroCool.setGuarida("CasaDiseño");  
  
System.out.println(VampiroCool.getGuarida());  
  
System.out.println(Vampiro.getGuarida());
```

ESCENARIO 1: VampiroCool sin métodos propios



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

```
public class VampiroCool extends Vampiro {
}

```

```
System.out.println(Vampiro.getGuarida());
```



```
System.out.println(VampiroCool.getGuarida());
```

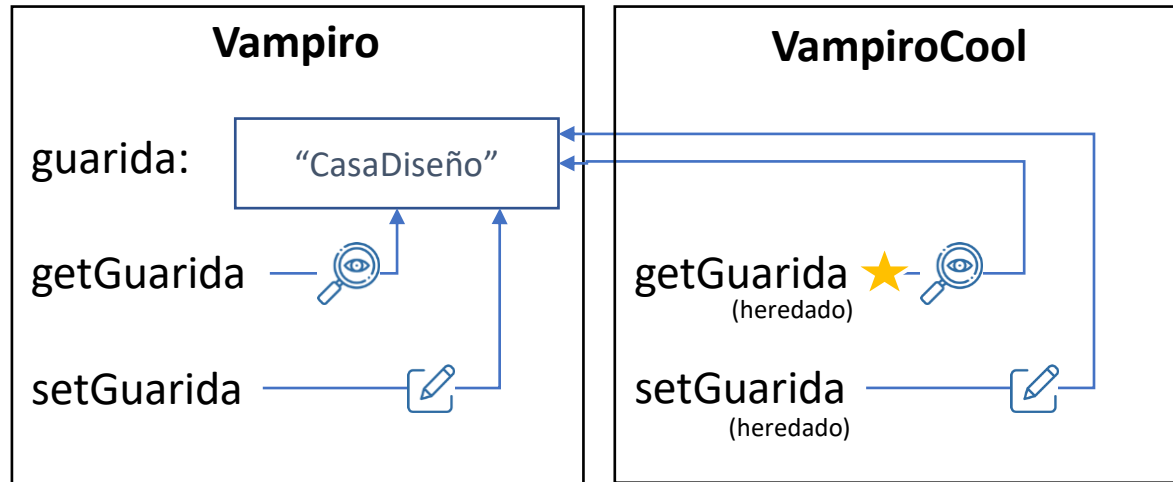


```
★ VampiroCool.setGuarida("CasaDiseño");
```

```
System.out.println(VampiroCool.getGuarida());
```

```
System.out.println(Vampiro.getGuarida());
```

ESCENARIO 1: VampiroCool sin métodos propios



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

```
public class VampiroCool extends Vampiro {
}

```

```
System.out.println(Vampiro.getGuarida());
```



```
System.out.println(VampiroCool.getGuarida());
```



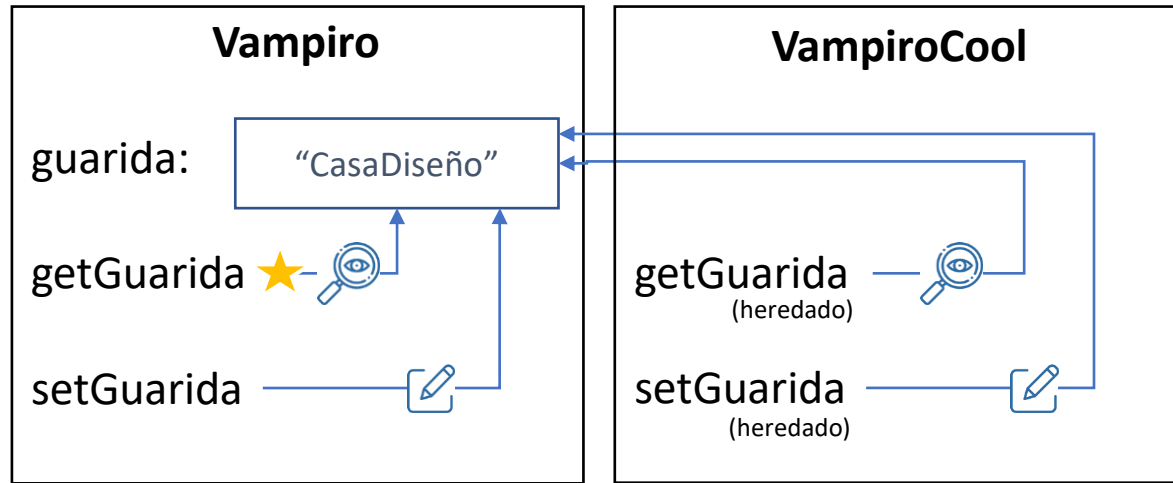
```
VampiroCool.setGuarida("CasaDiseño");
```

```
★ System.out.println(VampiroCool.getGuarida());
```



```
System.out.println(Vampiro.getGuarida());
```

ESCENARIO 1: VampiroCool sin métodos propios



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

```
public class VampiroCool extends Vampiro {
}

```

```
System.out.println(Vampiro.getGuarida());
```



```
System.out.println(VampiroCool.getGuarida());
```



```
VampiroCool.setGuarida("CasaDiseño");
```

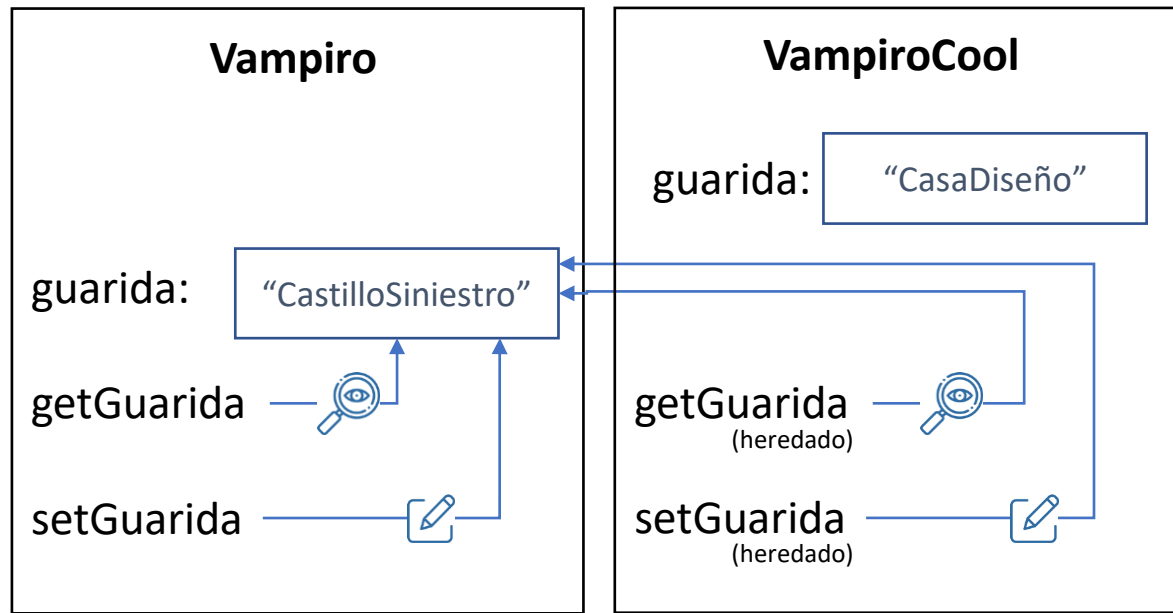
```
System.out.println(VampiroCool.getGuarida());
```



```
★ System.out.println(Vampiro.getGuarida());
```



¡Atención!

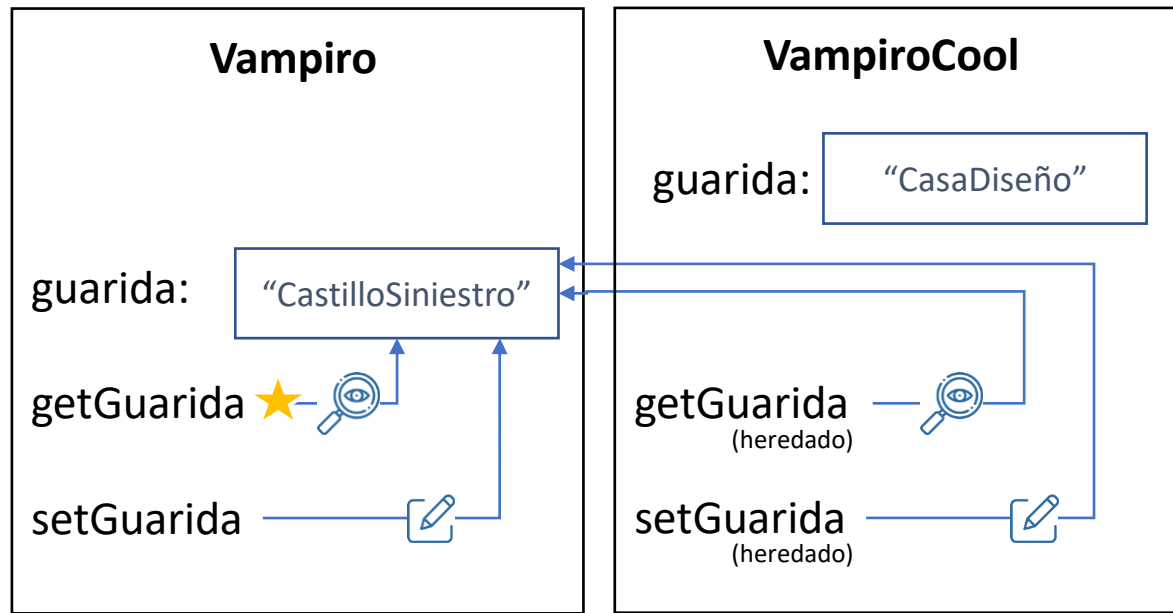


```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

ESCENARIO 2: VampiroCool con shadowing

```
public class VampiroCool extends Vampiro {  
  
    public static String guarida = "CasaDiseño";  
  
}
```

Esta variable guarida oculta (hace sombra / shadows) a la de la superclase



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

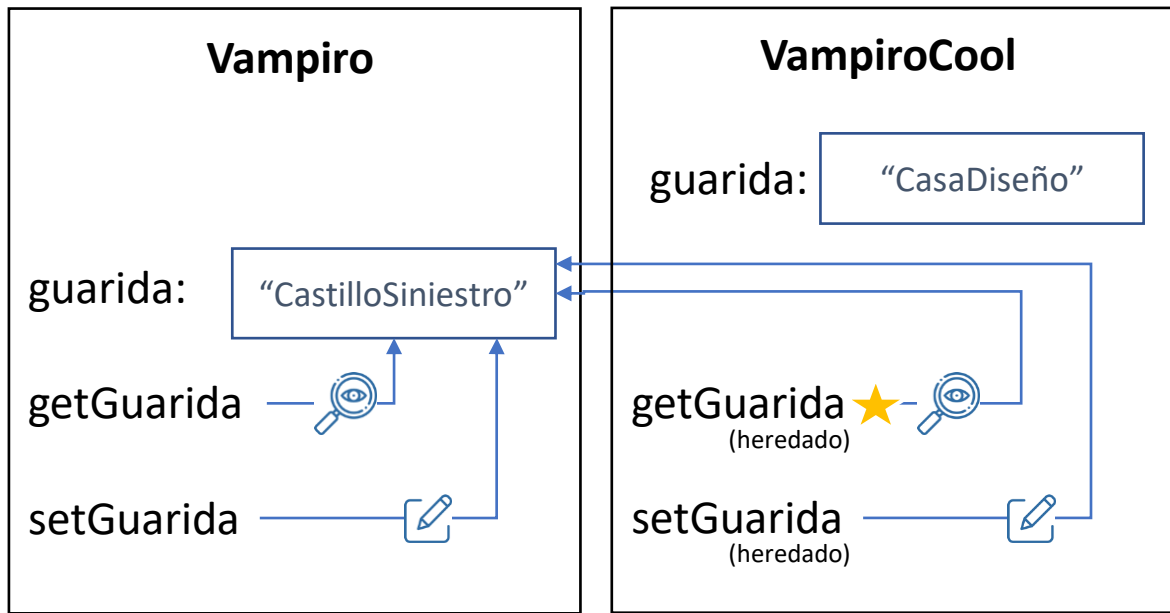
ESCENARIO 2: VampiroCool con shadowing

```
public class VampiroCool extends Vampiro {

    public static String guarida = "CasaDiseño";

}
```

```
★ System.out.println(Vampiro.getGuarida());
System.out.println(VampiroCool.getGuarida());
VampiroCool.setGuarida("Cueva");
System.out.println(VampiroCool.getGuarida());
System.out.println(Vampiro.getGuarida());
```






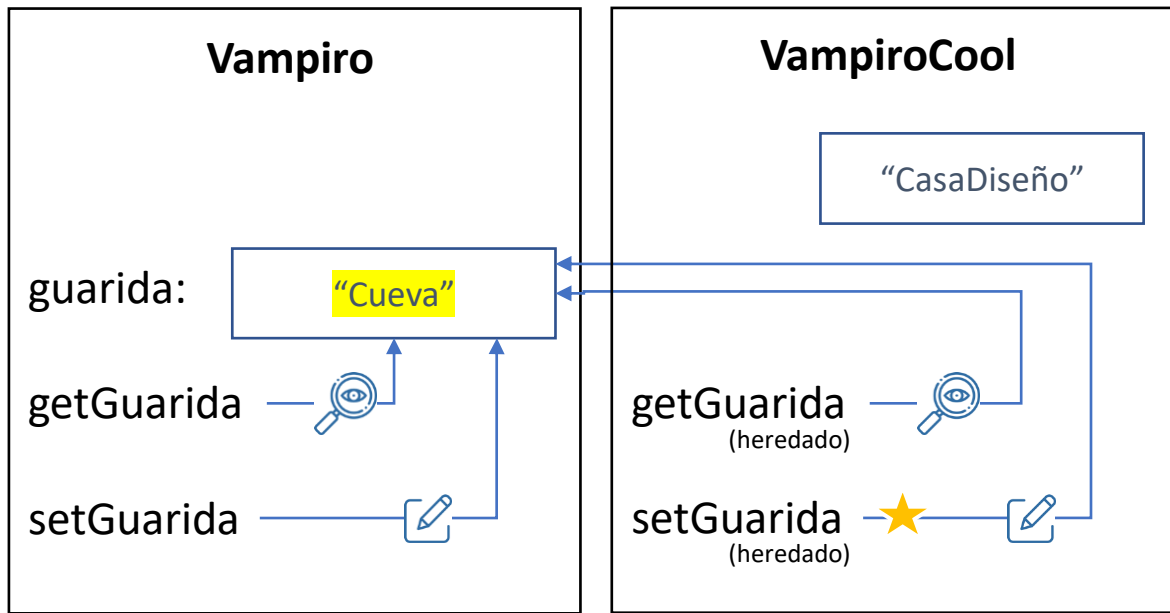
```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

ESCENARIO 2: VampiroCool con shadowing

```
public class VampiroCool extends Vampiro {
    public static String guarida = "CasaDiseño";
}
```

```
System.out.println(Vampiro.getGuarida());
★ System.out.println(VampiroCool.getGuarida());
VampiroCool.setGuarida("Cueva");
System.out.println(VampiroCool.getGuarida());
System.out.println(Vampiro.getGuarida());
```



 **¡Atención!**



```

public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}

```

ESCENARIO 2: VampiroCool con shadowing

```

public class VampiroCool extends Vampiro {
    public static String guarida = "CasaDiseño";
}

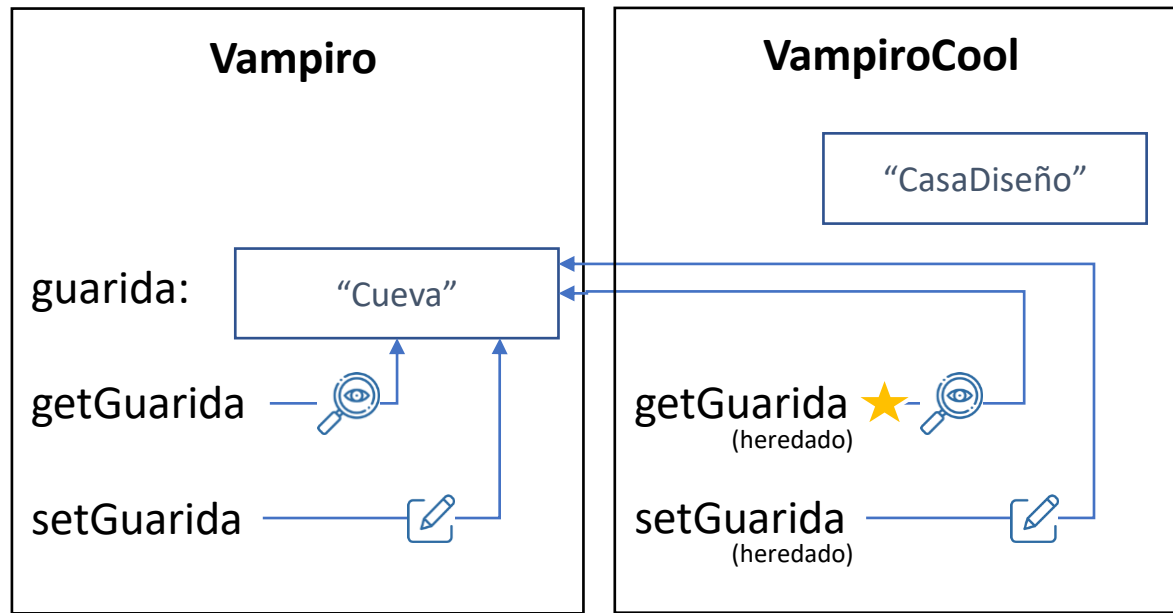
```

```

System.out.println(VampiroCool.getGuarida());
System.out.println(VampiroCool.getGuarida());
★ VampiroCool.setGuarida("Cueva");
System.out.println(VampiroCool.getGuarida());
System.out.println(Vampiro.getGuarida());

```

¡Atención!



```

public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
  
```

ESCENARIO 2: VampiroCool con shadowing

```

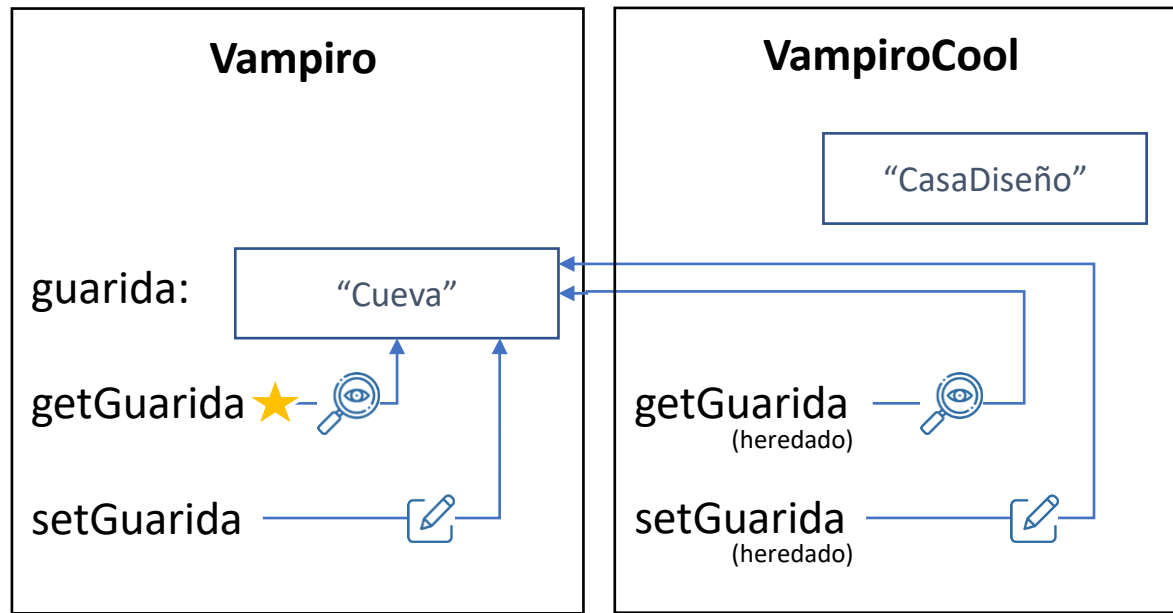
public class VampiroCool extends Vampiro {

    public static String guarida = "CasaDiseño";

}
  
```

```

System.out.println(VampiroCool.getGuarida());
System.out.println(VampiroCool.getGuarida());
VampiroCool.setGuarida("Cueva");
★ System.out.println(VampiroCool.getGuarida());
System.out.println(Vampiro.getGuarida());
  
```



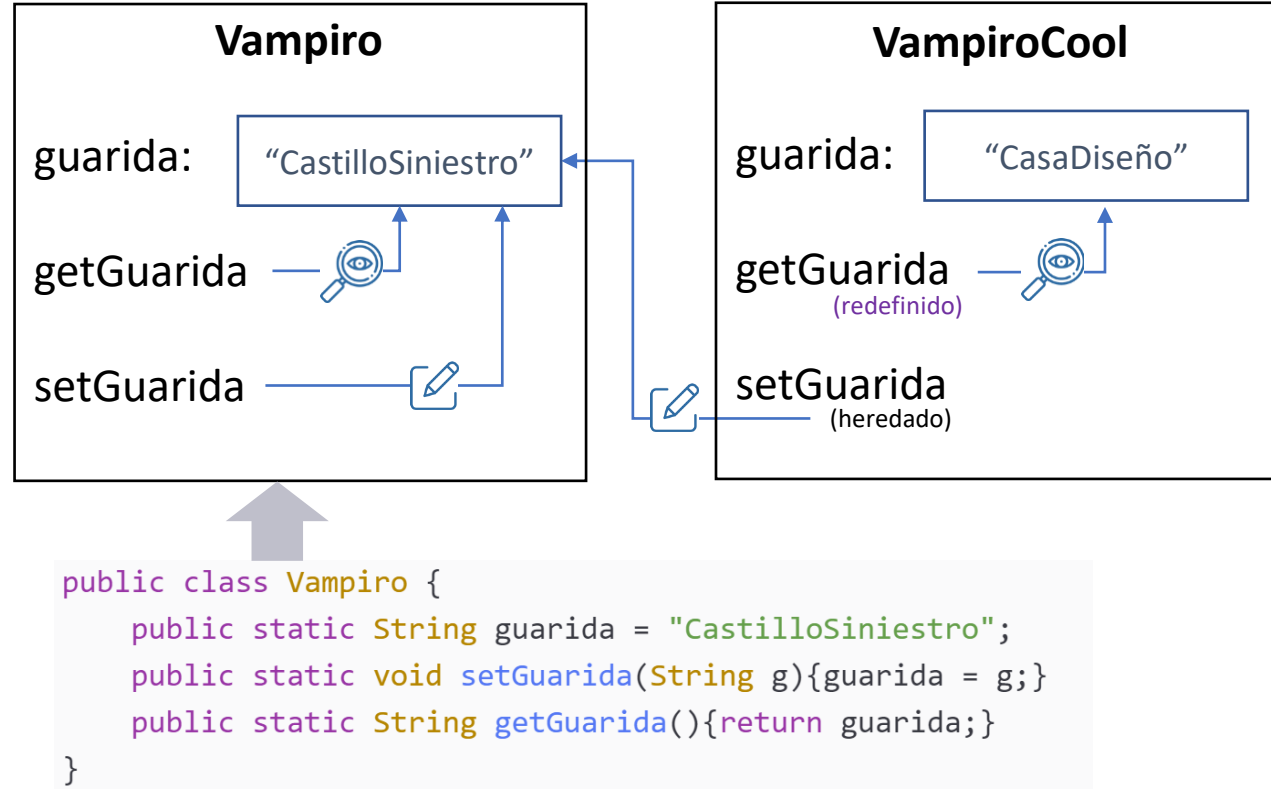
```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

ESCENARIO 2: VampiroCool con shadowing

```
public class VampiroCool extends Vampiro {
    public static String guarida = "CasaDiseño";
}
```

```
System.out.println(Vampiro.getGuarida());
System.out.println(VampiroCool.getGuarida());
VampiroCool.setGuarida("Cueva");
System.out.println(VampiroCool.getGuarida());
★ System.out.println(Vampiro.getGuarida());
```

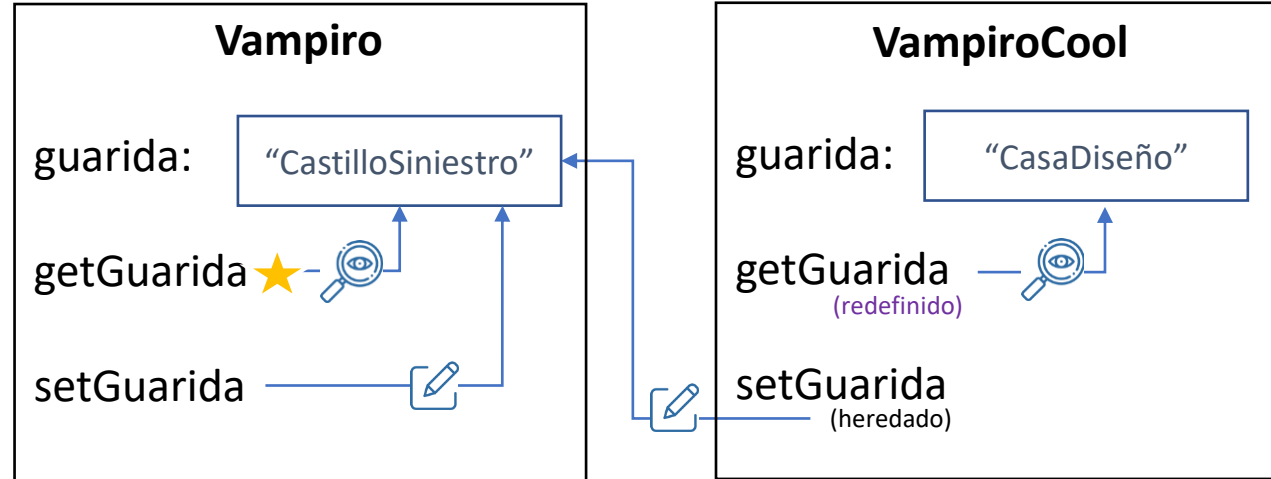
ESCENARIO 3: VampiroCool con shadowing y consultor propio



```
public class VampiroCool extends Vampiro {  
  
    public static String guarida = "CasaDiseño";  
    public static String getGuarida(){return guarida;}  
  
}
```

El método getGuarida está redefinido en la subclase

ESCENARIO 3: VampiroCool con shadowing y consultor propio



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

```
public class VampiroCool extends Vampiro {

    public static String guarida = "CasaDiseño";

    public static String getGuarida(){return guarida;}

}
```

```
★ System.out.println(Vampiro.getGuarida());

System.out.println(VampiroCool.getGuarida());

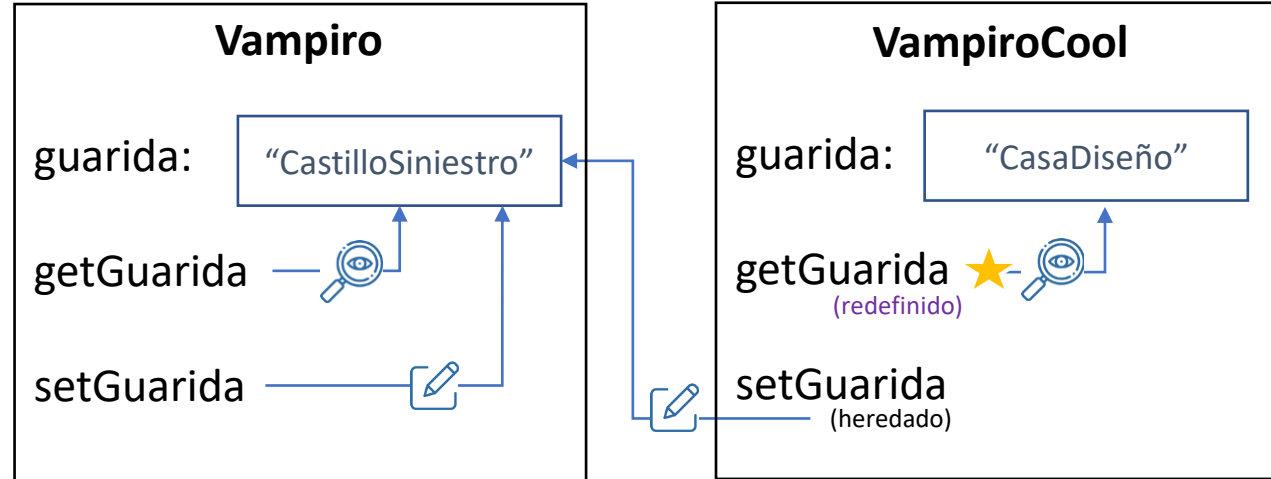
VampiroCool.setGuarida("Cueva");

System.out.println(VampiroCool.getGuarida());

System.out.println(Vampiro.getGuarida());
```



ESCENARIO 3: VampiroCool con shadowing y consultor propio



```
public class Vampiro {
    public static String guarida = "CastilloSiniestro";
    public static void setGuarida(String g){guarida = g;}
    public static String getGuarida(){return guarida;}
}
```

```
public class VampiroCool extends Vampiro {

    public static String guarida = "CasaDiseño";

    public static String getGuarida(){return guarida;}

}
```

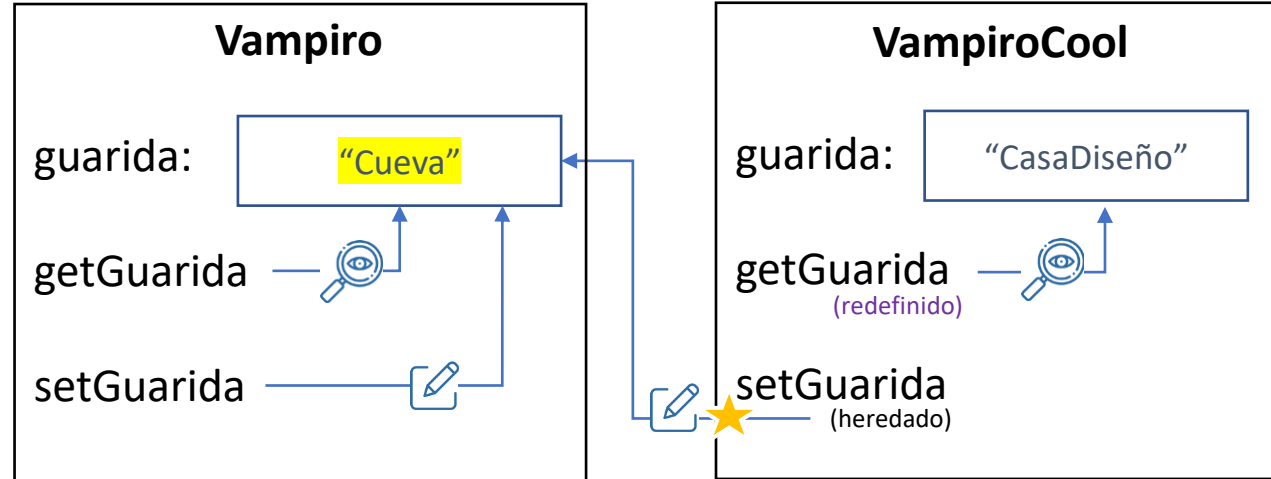
```
System.out.println(Vampiro.getGuarida());
★ System.out.println(VampiroCool.getGuarida());

VampiroCool.setGuarida("Cueva");

System.out.println(VampiroCool.getGuarida());

System.out.println(Vampiro.getGuarida());
```


ESCENARIO 3: VampiroCool con shadowing y consultor propio



```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

```
public class VampiroCool extends Vampiro {  
  
    public static String guarida = "CasaDiseño";  
    public static String getGuarida(){return guarida;}  
  
}
```

```
System.out.println(Vampiro.getGuarida());
```



```
System.out.println(VampiroCool.getGuarida());
```



★ `VampiroCool.setGuarida("Cueva");`

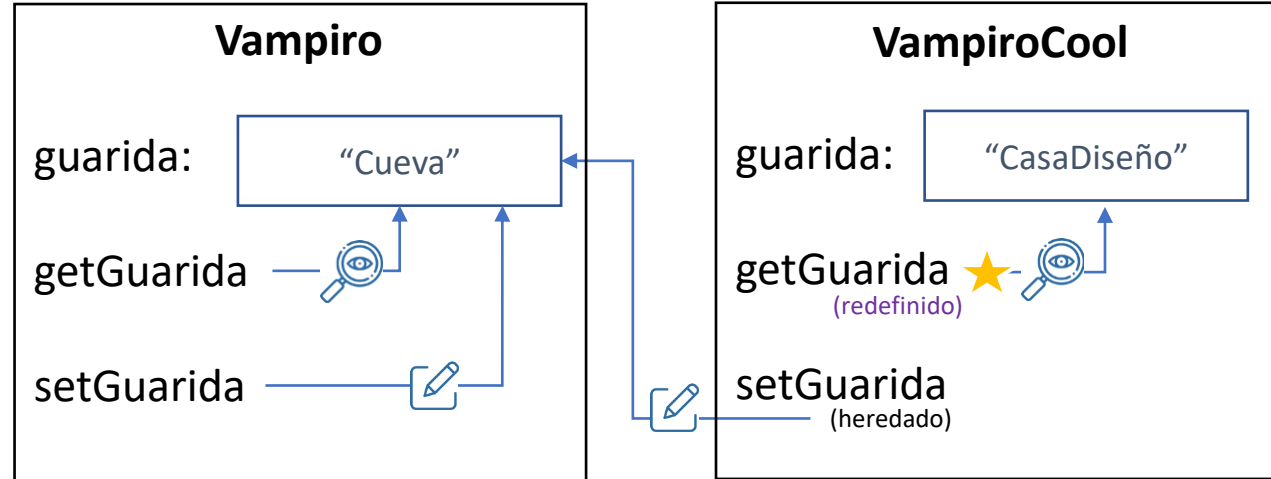


¡Atención!

```
System.out.println(VampiroCool.getGuarida());
```

```
System.out.println(Vampiro.getGuarida());
```

ESCENARIO 3: VampiroCool con shadowing y consultor propio



```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

```
public class VampiroCool extends Vampiro {  
  
    public static String guarida = "CasaDiseño";  
    public static String getGuarida(){return guarida;}  
  
}
```

```
System.out.println(VampiroCool.getGuarida());  
System.out.println(VampiroCool.getGuarida());  
VampiroCool.setGuarida("Cueva");  
★ System.out.println(VampiroCool.getGuarida());  
System.out.println(Vampiro.getGuarida());
```

ESCENARIO 3: VampiroCool con shadowing y consultor propio

Vampiro

guardia: "Cueva"

getGuardia ★ 🔍

setGuardia ✎

VampiroCool

guardia: "CasaDiseño"

getGuardia 🔍
(redefinido)

setGuardia ✎
(heredado)

```
public class Vampiro {  
    public static String guardia = "CastilloSiniestro";  
    public static void setGuardia(String g){guardia = g;}  
    public static String getGuardia(){return guardia;}  
}
```

```
public class VampiroCool extends Vampiro {  
  
    public static String guardia = "CasaDiseño";  
    public static String getGuardia(){return guardia;}  
  
}
```

```
System.out.println(Vampiro.getGuardia());
```



```
System.out.println(VampiroCool.getGuardia());
```



```
VampiroCool.setGuardia("Cueva");
```

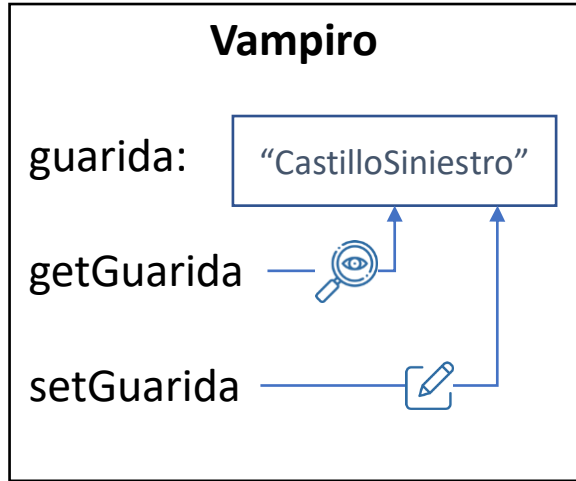
```
System.out.println(VampiroCool.getGuardia());
```



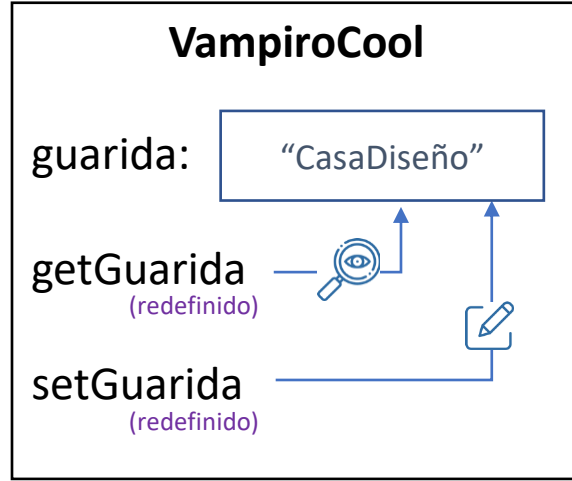
```
★ System.out.println(Vampiro.getGuardia());
```



ESCENARIO 4: VampiroCool con shadowing y consultor y modificador propio



```
public class Vampiro {  
    public static String guardia = "CastilloSiniestro";  
    public static void setGuardia(String g){guardia = g;}  
    public static String getGuardia(){return guardia;}  
}
```



```
public class VampiroCool extends Vampiro {  
  
    public static String guardia = "CasaDiseño";  
    public static String getGuardia(){return guardia;}  
  
    Public static void setGuardia(String g){guardia = g;}  
  
}
```

Los métodos setGuardia y getGuardia están redefinidos en la subclase

ESCENARIO 4: VampiroCool con shadowing y consultor y modificador propio

Vampiro

guardia: "CastilloSiniestro"

getGuardia



setGuardia



VampiroCool

guardia: "CasaDiseño"

getGuardia

(redefinido)

setGuardia

(redefinido)

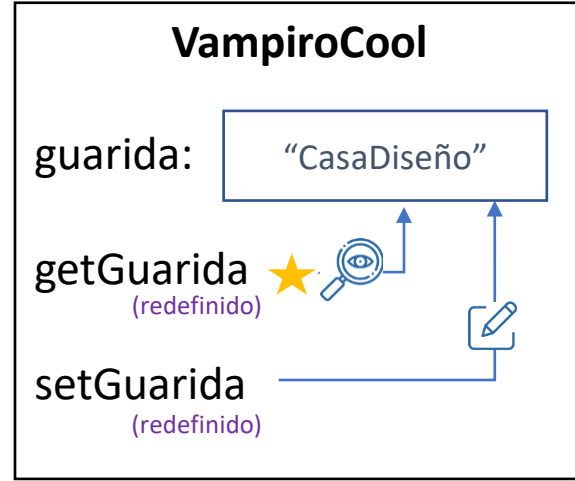
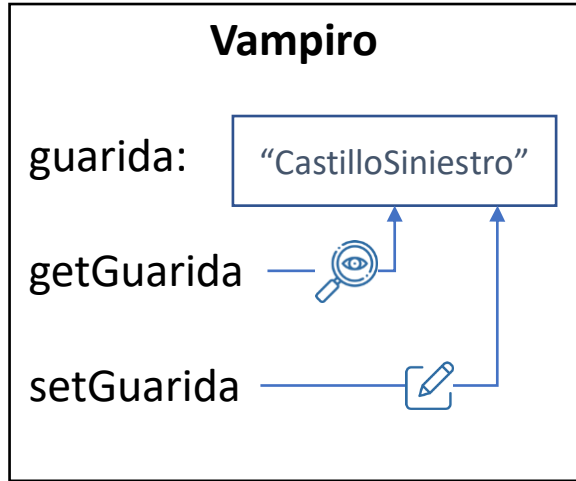
```
public class VampiroCool extends Vampiro {  
    public static String guardia = "CasaDiseño";  
    public static String getGuardia(){return guardia;}  
    public static void setGuardia(String g){guardia = g;}  
}
```

```
public class Vampiro {  
    public static String guardia = "CastilloSiniestro";  
    public static void setGuardia(String g){guardia = g;}  
    public static String getGuardia(){return guardia;}  
}
```

```
★ System.out.println(VampiroCool.getGuardia());  
  
System.out.println(VampiroCool.getGuardia());  
  
VampiroCool.setGuardia("Cueva");  
  
System.out.println(VampiroCool.getGuardia());  
  
System.out.println(Vampiro.getGuardia());
```





ESCENARIO 4: VampiroCool con shadowing y consultor y modificador propio



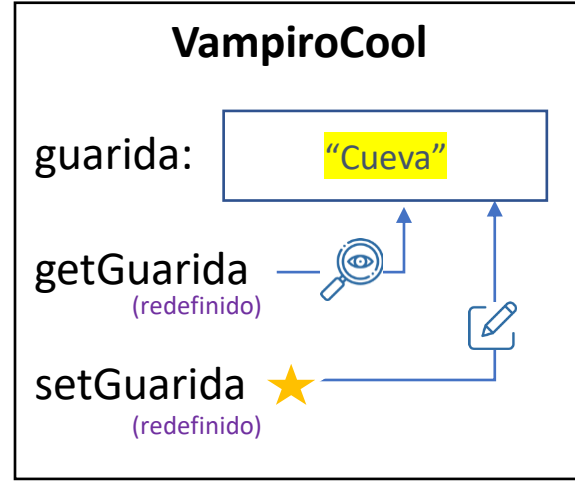
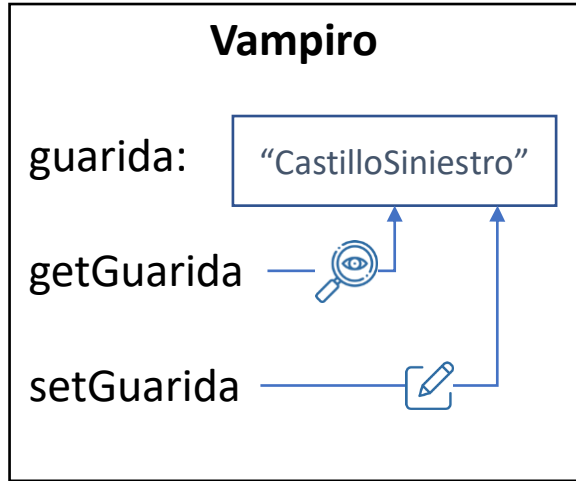
```
public class VampiroCool extends Vampiro {  
    public static String guarida = "CasaDiseño";  
    public static String getGuarida(){return guarida;}  
    Public static void setGuarida(String g){guarida = g;}  
}
```

```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

```
System.out.println(VampiroCool.getGuarida());  
★ System.out.println(VampiroCool.getGuarida());  
VampiroCool.setGuarida("Cueva");  
System.out.println(VampiroCool.getGuarida());  
System.out.println(Vampiro.getGuarida());
```



ESCENARIO 4: VampiroCool con shadowing y consultor y modificador propio



```
public class VampiroCool extends Vampiro {  
  
    public static String guardia = "CasaDiseño";  
    public static String getGuardia(){return guardia;}  
  
    Public static void setGuardia(String g){guardia = g;}  
  
}
```

```
public class Vampiro {  
    public static String guardia = "CastilloSiniestro";  
    public static void setGuardia(String g){guardia = g;}  
    public static String getGuardia(){return guardia;}  
}
```

```
System.out.println(Vampiro.getGuardia());
```



```
System.out.println(VampiroCool.getGuardia());
```



```
★ VampiroCool.setGuardia("Cueva");
```


```
System.out.println(VampiroCool.getGuardia());
```


```
System.out.println(Vampiro.getGuardia());
```

ESCENARIO 4: VampiroCool con shadowing y consultor y modificador propio

Vampiro

guarida: "CastilloSiniestro"


getGuarida 


setGuarida 

```
public class Vampiro {  
    public static String guarida = "CastilloSiniestro";  
    public static void setGuarida(String g){guarida = g;}  
    public static String getGuarida(){return guarida;}  
}
```

VampiroCool





guarida: "Cueva"

getGuarida  ★
(redefinido)

setGuarida 
(redefinido)

```
public class VampiroCool extends Vampiro {  
  
    public static String guarida = "CasaDiseño";  
    public static String getGuarida(){return guarida;}  
  
    Public static void setGuarida(String g){guarida = g;}  
  
}
```


```
System.out.println(VampiroCool.getGuarida());  
  
System.out.println(VampiroCool.getGuarida());  
  
VampiroCool.setGuarida("Cueva");  
  
★ System.out.println(VampiroCool.getGuarida());  
  
System.out.println(Vampiro.getGuarida());
```







ESCENARIO 4: VampiroCool con shadowing y consultor y modificador propio

Vampiro

guardia: "CastilloSiniestro"

getGuardia ★ 

setGuardia 

```
public class Vampiro {  
    public static String guardia = "CastilloSiniestro";  
    public static void setGuardia(String g){guardia = g;}  
    public static String getGuardia(){return guardia;}  
}
```

VampiroCool

guardia: "Cueva"

getGuardia ★  (redefinido)

setGuardia  (redefinido)

```
public class VampiroCool extends Vampiro {  
  
    public static String guardia = "CasaDiseño";  
    public static String getGuardia(){return guardia;}  
  
    Public static void setGuardia(String g){guardia = g;}  
  
}
```

```
System.out.println(Vampiro.getGuardia());
```



```
System.out.println(VampiroCool.getGuardia());
```



```
VampiroCool.setGuardia("Cueva");
```

```
System.out.println(VampiroCool.getGuardia());
```



```
★ System.out.println(Vampiro.getGuardia());
```

