



Polyformi & interface

Uke9Xtra



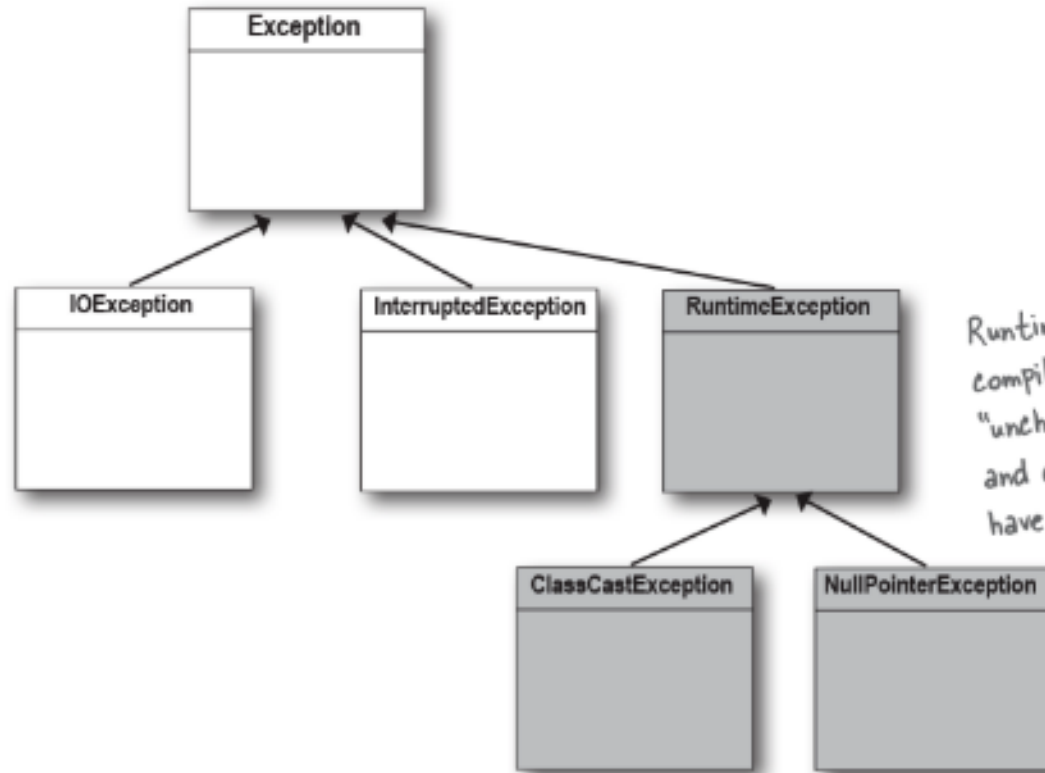
Polymorfi & interface

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Checked vs unchecked exceptions

The compiler checks for everything except `RuntimeException`s.

Exceptions that are *NOT* subclasses of `RuntimeException` are checked for by the compiler. They're called "checked exceptions."



`RuntimeException`s are *NOT* checked by the compiler. They're known as (big surprise here) "unchecked exceptions." You can throw, catch, and declare `RuntimeException`s, but you don't have to, and the compiler won't check.

Code along:

- try-catch-finally
- try-with-resources
- throw



Nokke helt annet..



Nokke helt annet..

- Polymorfi & Interface



STORE
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polymorfi

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Polymorfi, det fenomen at en kjemisk forbindelse kan opptre i flere modifikasjoner, det vil si med forskjellig krystallstruktur og dermed ulike fysiske egenskaper, men med samme kjemiske sammensetning.



SKREVET AV
Gunnar Raade

UTTALE polymorfi

ETYMOLOGI av poly- og -morfi

OGSÅ KJENT SOM mangeformethet

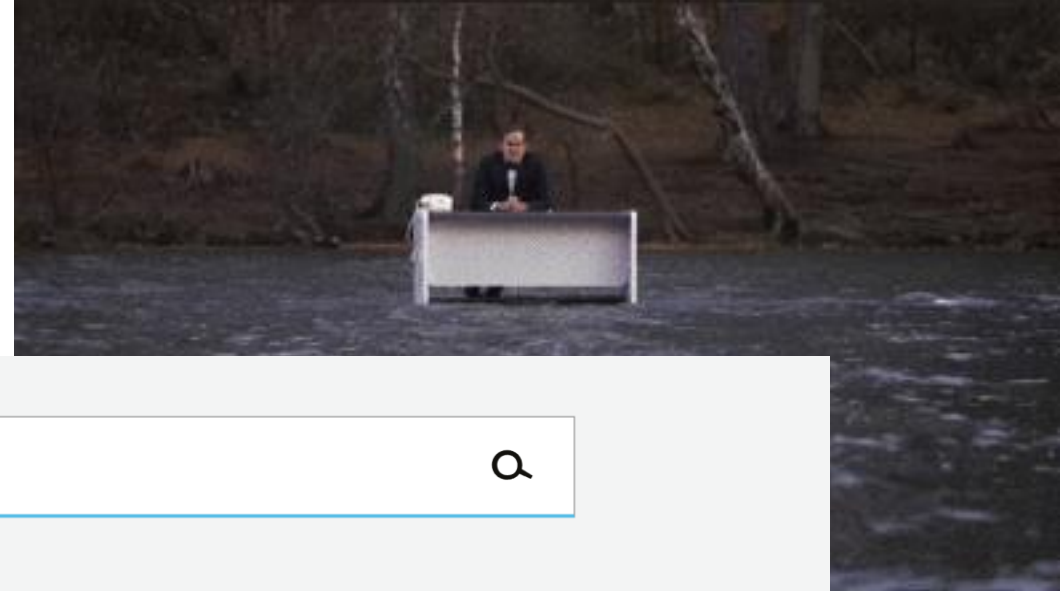
Polymorfi henger sammen med at krystallstrukturene er stabile under forskjellige trykk- og temperaturforhold. For eksempel er det SiO_2

Trykk i km /
dybde i jordskorpa



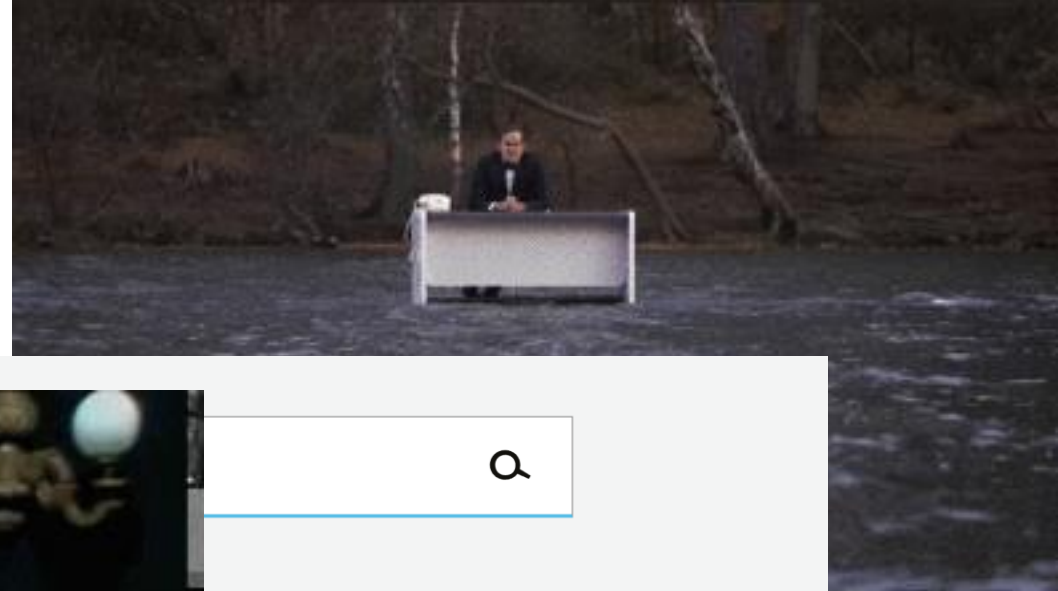
Kyanitt

Silimanitt



Nokke helt annet..

- Polymorfi & Interface

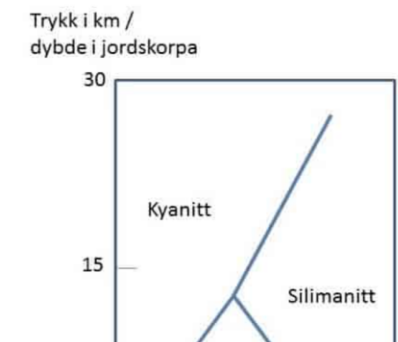


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Gunn

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Polymorfi henger sammen med at krystallstrukturene er stabile under forskjellige trykk- og temperaturforhold. For eksempel er det en SiO₂



Nokke helt annet..

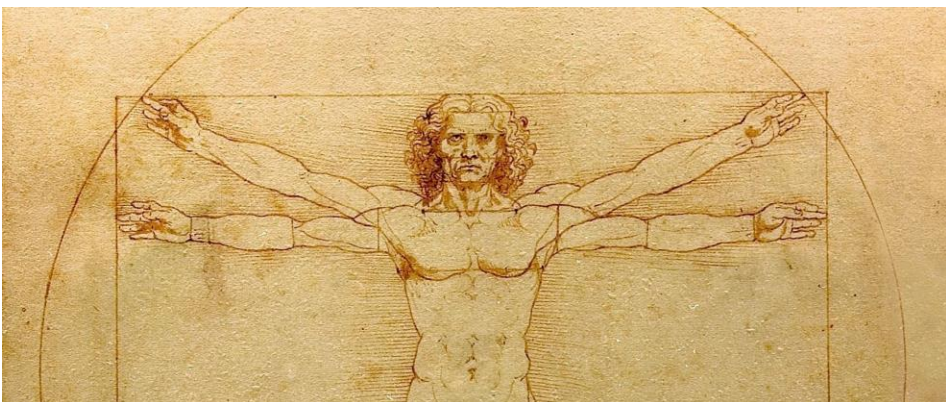
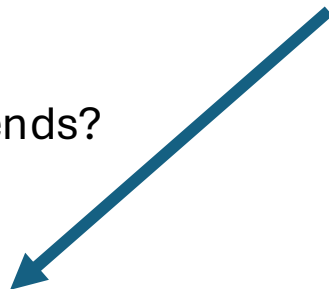
- Polymorfi & Interface

- In computer science, **polymorphism** is the use of one symbol to represent multiple different types.
- In object-oriented programming, polymorphism is the provision of one **interface** to entities of different data types.

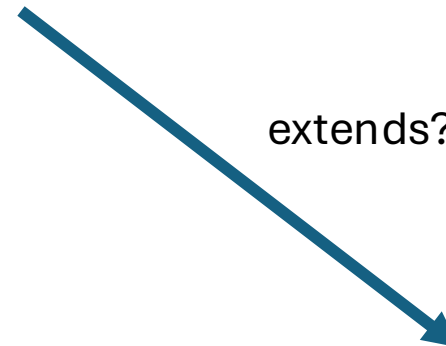




extends?



extends?



IS-A ?

life form

extends

extends



implements

extends

IS-A !

extends

implements

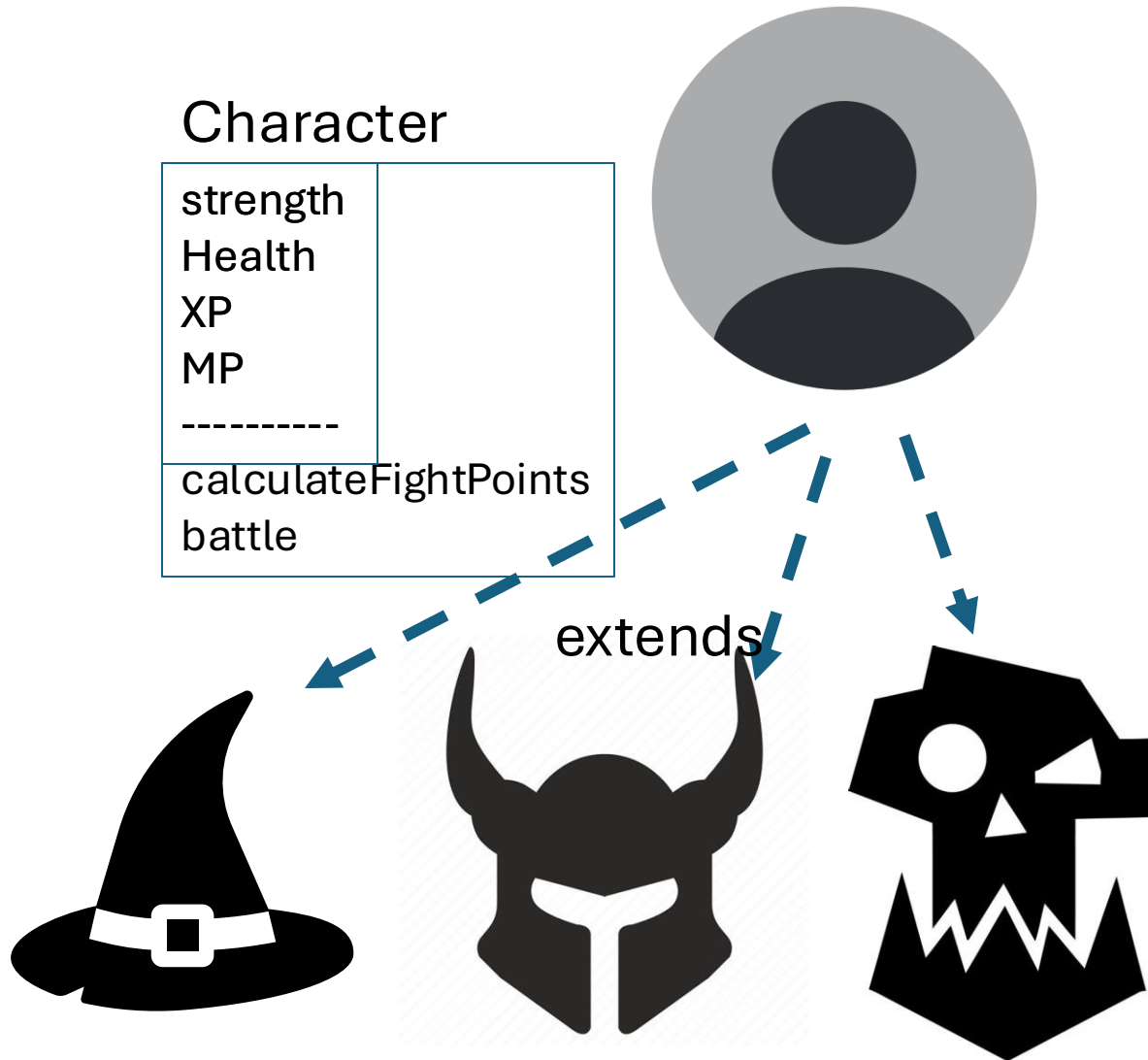


implements

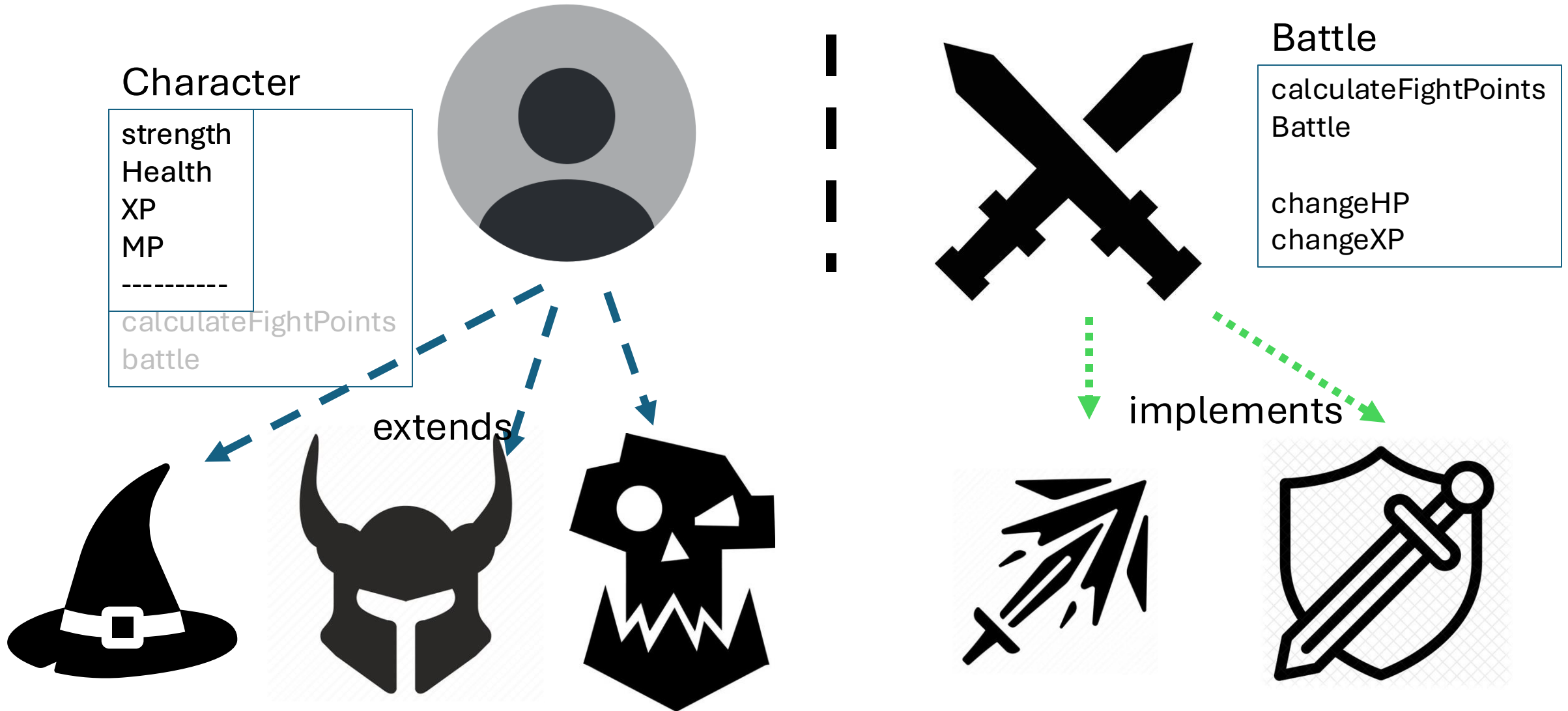
implements



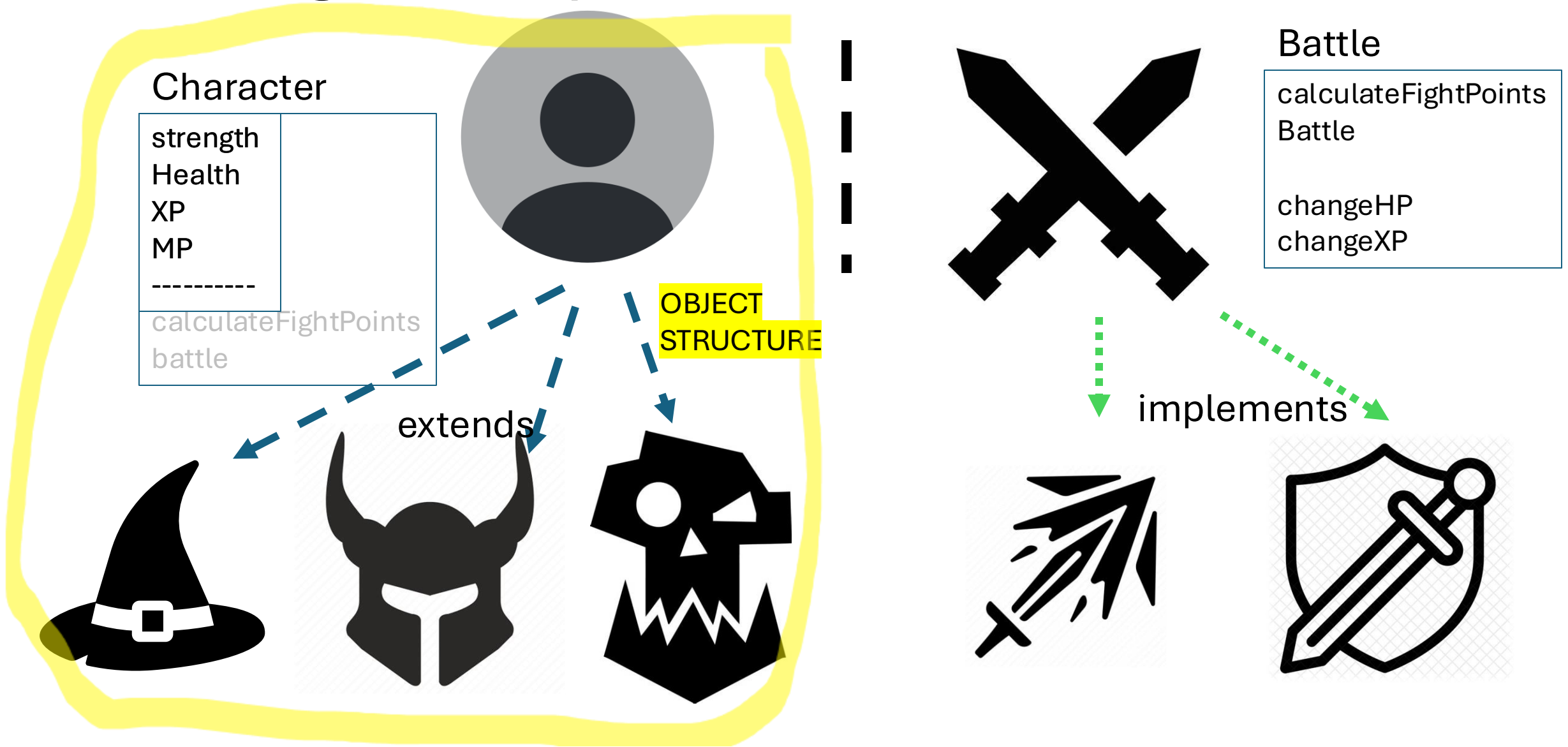
»coding-eksempel» mini-RPG



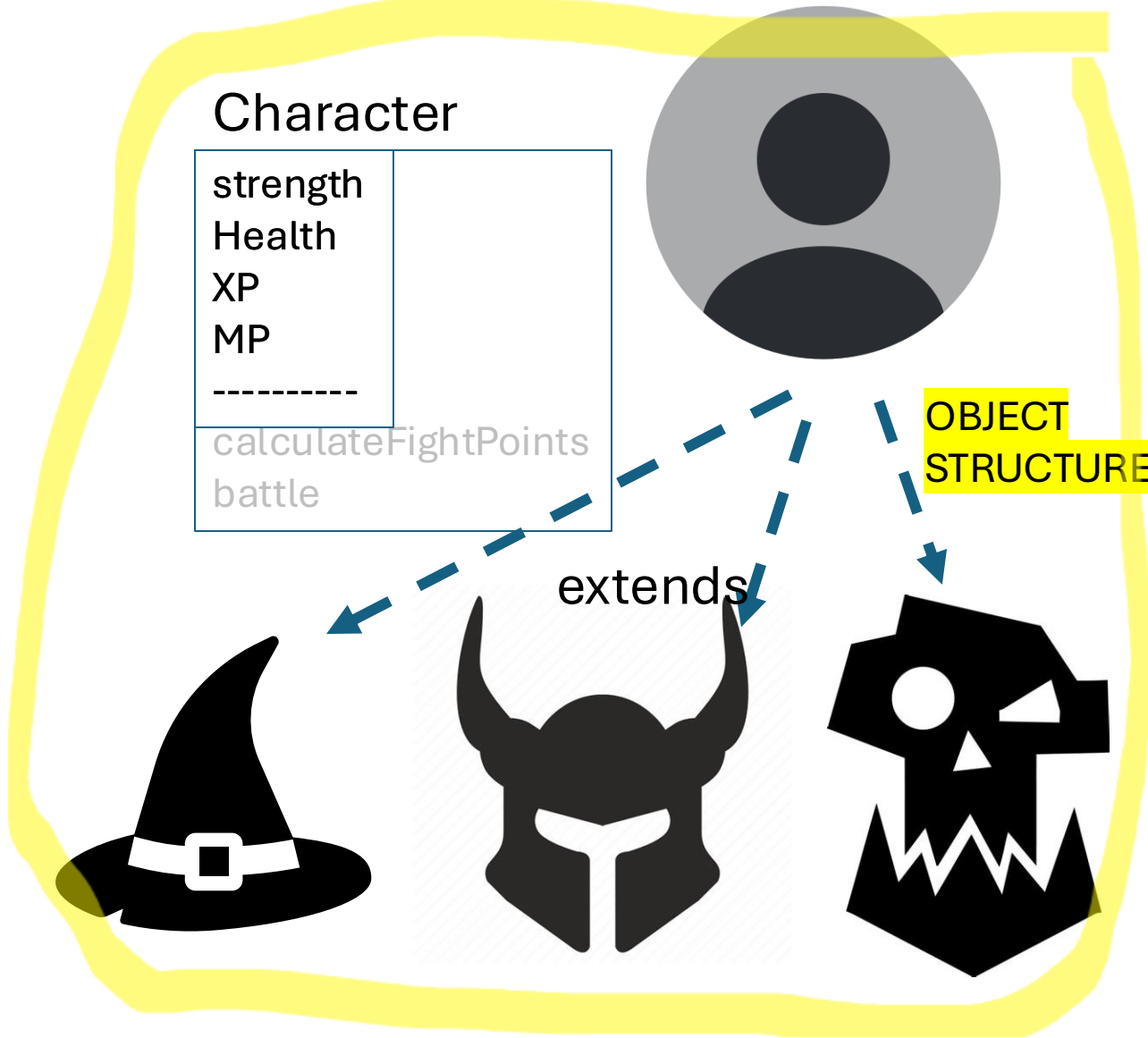
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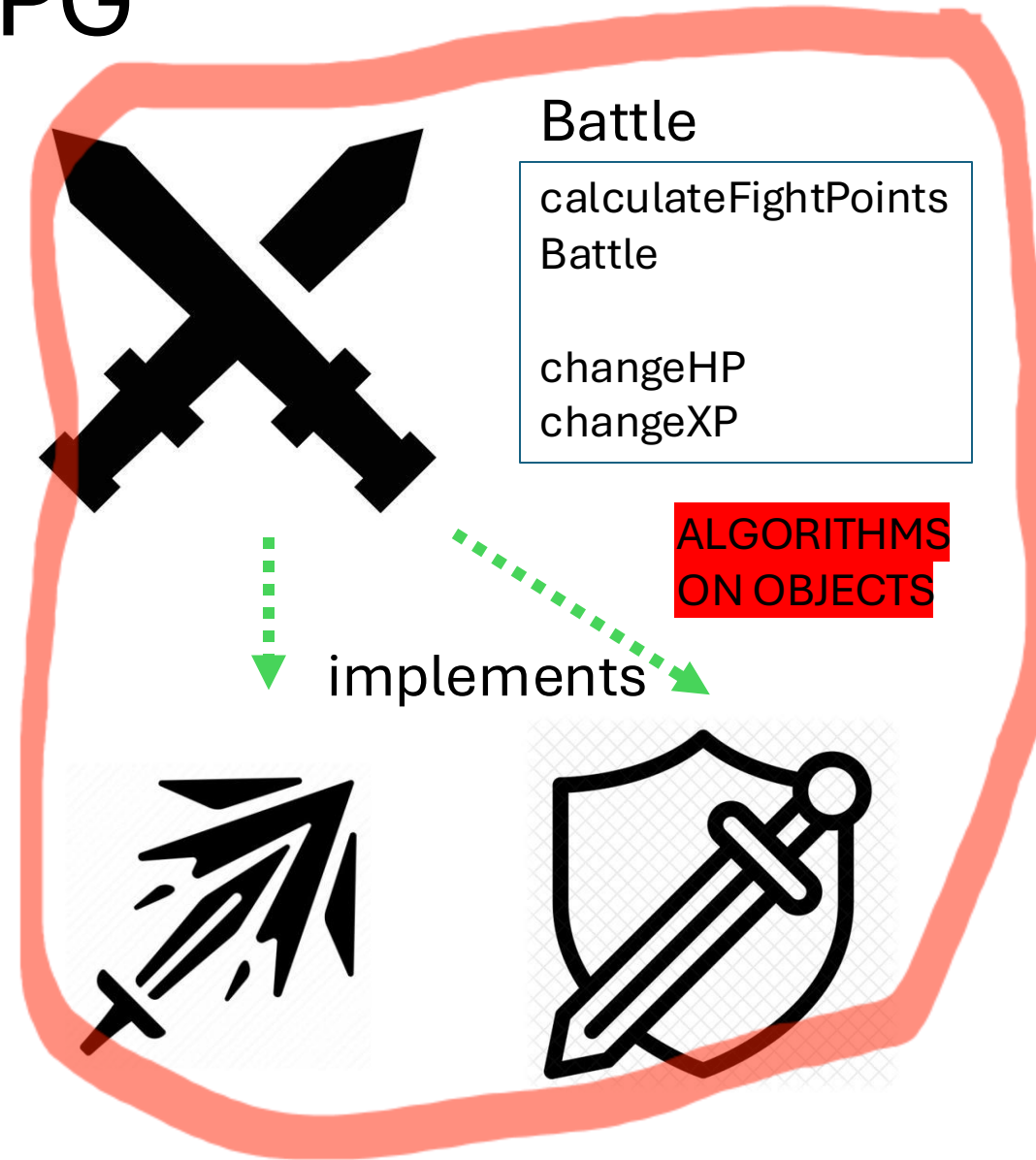


»coding-eksempel» mini-RPG

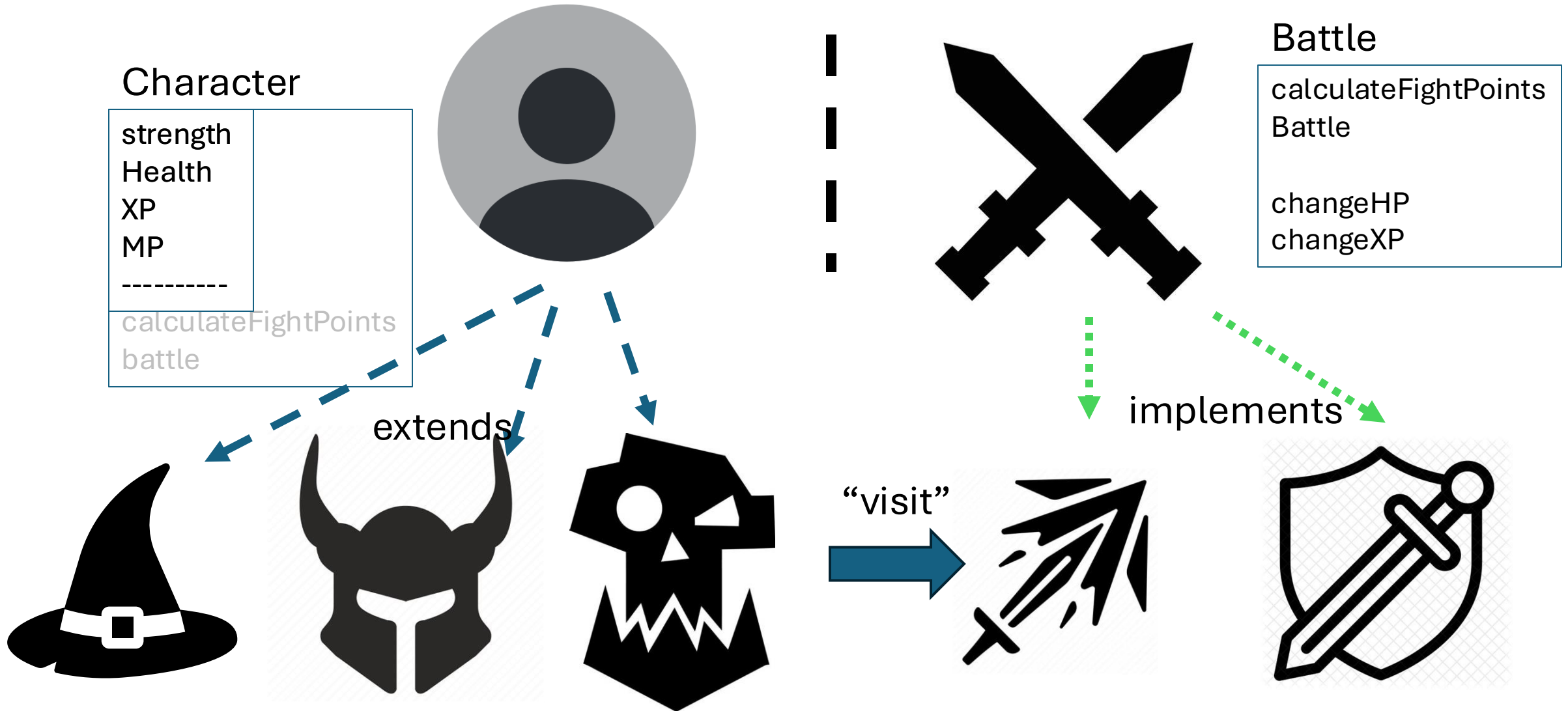


»coding-eksempel» mini-RPG





»coding-eksempel» mini-RPG



Use case : Visitor pattern -> RPG

A **visitor pattern** is a software design pattern that **separates the algorithm from the object structure**.

➔ new operations can be added to existing object structures without modifying the structures.



That ´s all folks

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Feel free to use
my RPG code for
playing around..

weaponize the
characters

