## Inheritance





Inheritance
virtual and override keywords
Abstract classes and methods
Sealed classes and methods

## Inheritance



### Inheritance

A class can inherit from another Subclasses extend the behavior of the parent or base class with new members A class can inherit from one class only Structures don't support inheritance (But support interface implementation) Inheritance is transitive No limitation on the number of inheritance levels

## Parent class

```
public class MyParentClass
{
    // members
}
```

### Subclass

```
public class MySubClass : MyParentClass
{
    // inherited members from MyParentClass
}
```

### Code reuse

Inheritance promotes code reuse

Minimize redundant code in subclasses



## Don't overuse inheritance

### Parent class constructor

```
public class MyParentClass
{
    private int _myField;

    public MyParentClass(int myField)
    {
        _myField = myField;
    }
}
```

#### Subclass constructor

```
public class MySubClass : MyParentClass
{
    public MySubClass(int myField) : base(myField)
    {
      }
}
```

Demo

Create shapes

## Virtual and override



# Virtual members

- A virtual member is a member marked with the virtual keyword
- Can't be applied on fields
- Allow derived class to override a member with its own implementation
- The derived member must use the override keyword to indicate that the member is overridden
- An abstract method is implicitly a virtual method

# Method override

A derived class can override a base class member only if the base class member is declared as virtual or abstract

#### Parent class

```
public class MyParentClass
{
    // members
    public virtual void DoSomething()
    {
        // Parent behavior
    }
}
```

#### Subclass

```
public class MySubClass : MyParentClass
    // inherited members
    public override void DoSomething()
        // subclass behavior
    public void DoAnotherThing()
        // subclass specialization
```

Demo

Create and override virtual members

## Abstract classes and methods



### Abstract

Abstract = missing implementation Can be used on classes, methods, properties, indexers and events

## Abstract classes

Marked with the abstract keyword

Can't be instantiated

Used as base class, provides default state and behavior to subclasses

Abstract members must be implemented by subclasses

#### Abstract class declaration

```
namespace MyNamespace
{
    public abstract class MyClass
    {
        // Class members
    }
}
```

## Abstract methods

Not implemented method signature marked with the abstract keyword

Must be overridden in concrete classes that directly inherit from its containing class

Abstract subclasses inherit abstract members without implementing them

Can't be defined on non abstract class

#### Abstract method declaration

```
namespace MyNamespace
{
    public abstract class MyAbstractClass
    {
        public abstract void DoSomething();
    }
}
```

### Method override

```
public class MyDerivedClass : MyAbstractClass
{
    public override void DoSomething()
    {
        // Method body
    }
}
```

## Abstract classes benefits

Allow code reuse

Establish an abstraction upon concrete classes

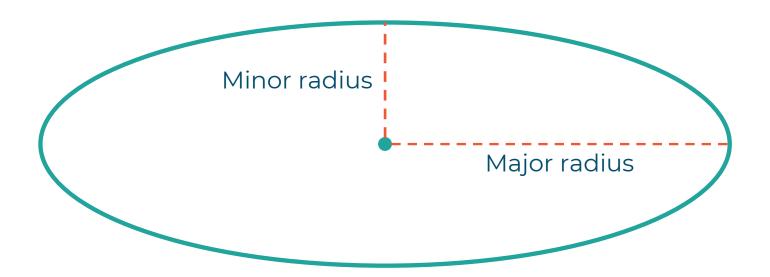
Promote polymorphism

Allow dynamic loading

Demo

Create abstract classes and methods

## Ellipsis



## Sealed classes and methods



## Sealed class

A class marked as sealed can't be inherited

# Sealed member

A derived class can stop member override by declaring an override as sealed by putting the sealed keyword before the override keyword in a class member declaration Demo

Create sealed class and method



A class can inherit from another class and only one

A child class inherits the members of its parent class and extend it with new members

Virtual members can be overridden in the derived classes

Members can also be abstract, are not implemented and must be defined on abstract classes

A class can be abstract, can contain non abstract members

Abstract members can be overridden

A class marked as sealed can't be inherited

A member marked as sealed can't be overridden in the derived class