
FOR INSTRUCTOR PURPOSES ONLY

MATERIALS

- + [Lab](#)
- + [Lesson](#)
- + Lesson Starter Code

INHERITANCE

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Lead iOS Instructor, General Assembly



INDEPENDENT PRACTICE: PLAYGROUNDS



CODE

5 mins

DIRECTIONS

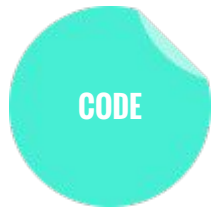
Create the following classes:

- + Vehicle
- + Car
- + Truck
- + Sedan
- + Coupe
- + Ferrari
- + SUV
- + Sports Car

NOTES

Don't use the built-in type casting.

INDEPENDENT PRACTICE: PLAYGROUNDS



10 mins

DIRECTIONS

Add the following methods to each class

`accelerate()`
`brake()`
`honk()`

NOTES

For each function, print something to the console, like "vroom", or "beep beep".

LESSON

LEARNING OBJECTIVES

- + **Articulate** the purpose of Inheritance
- + **Design** a hierarchy of Classes
- + **Use** inheritance

DEFINITION

A CLASS IS A BLUEPRINT FOR CREATING OBJECTS. INHERITANCE IS THE ABILITY TO CREATE CLASSES THAT DERIVE PROPERTIES AND BEHAVIOR FROM A PARENT CLASS.

QUESTION

WHO CARES?

LESSON

REVOLUTIONARY

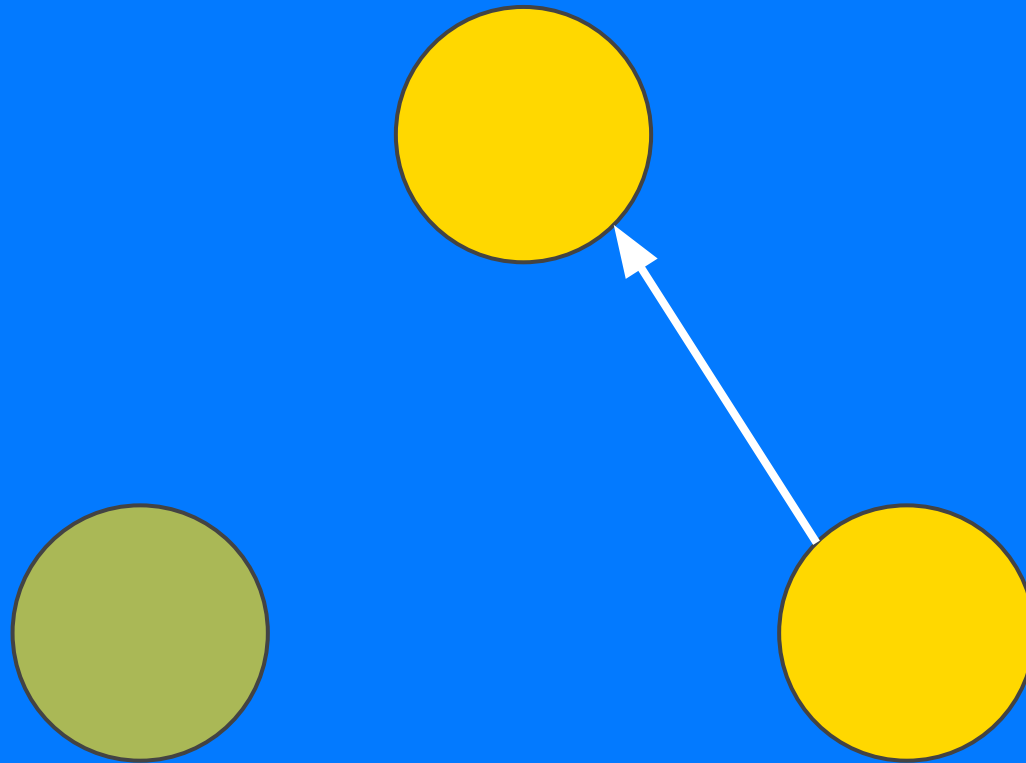
LESSON

WRITE IT ONCE

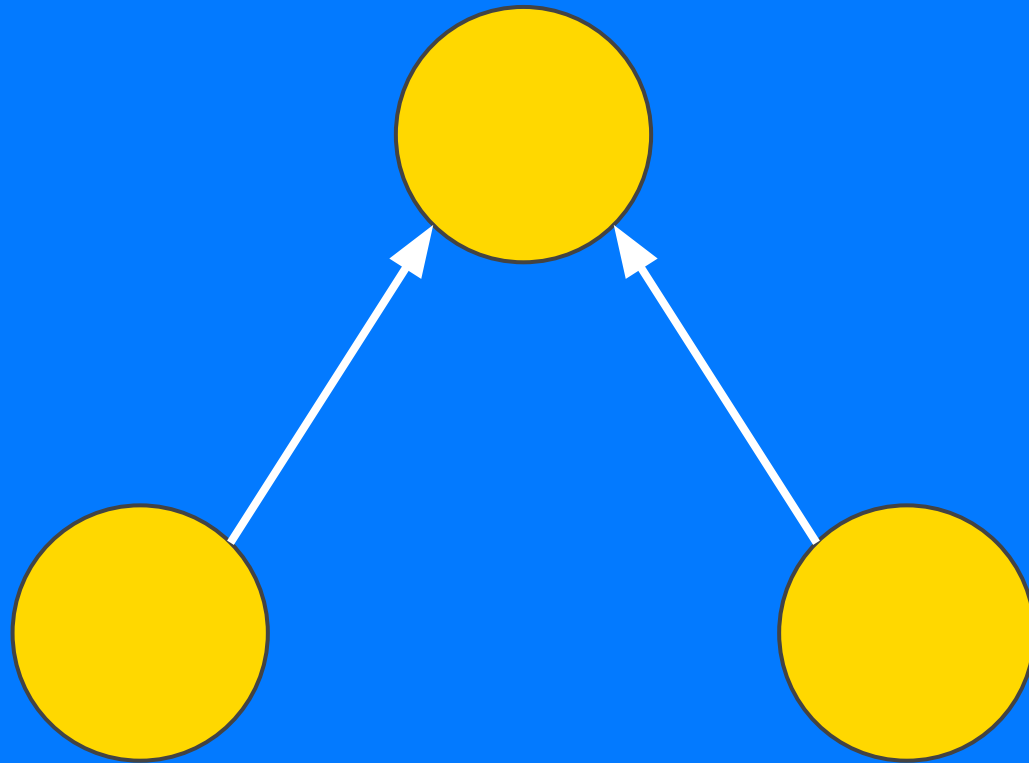
LESSON

INTUITIVE

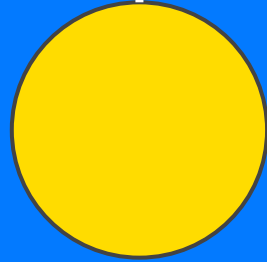
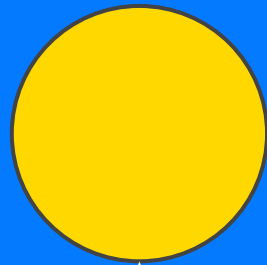
INHERITANCE



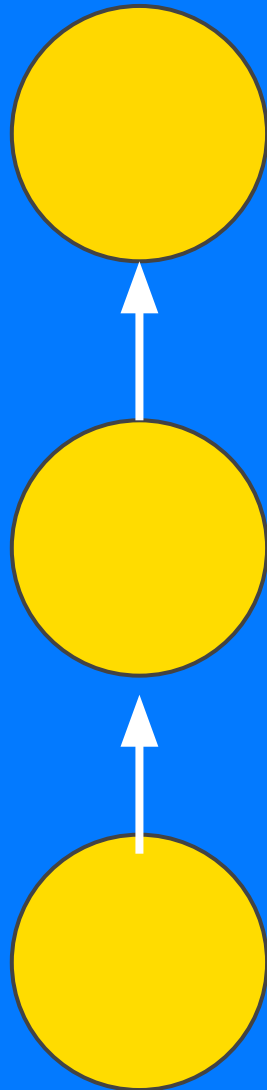
INHERITANCE



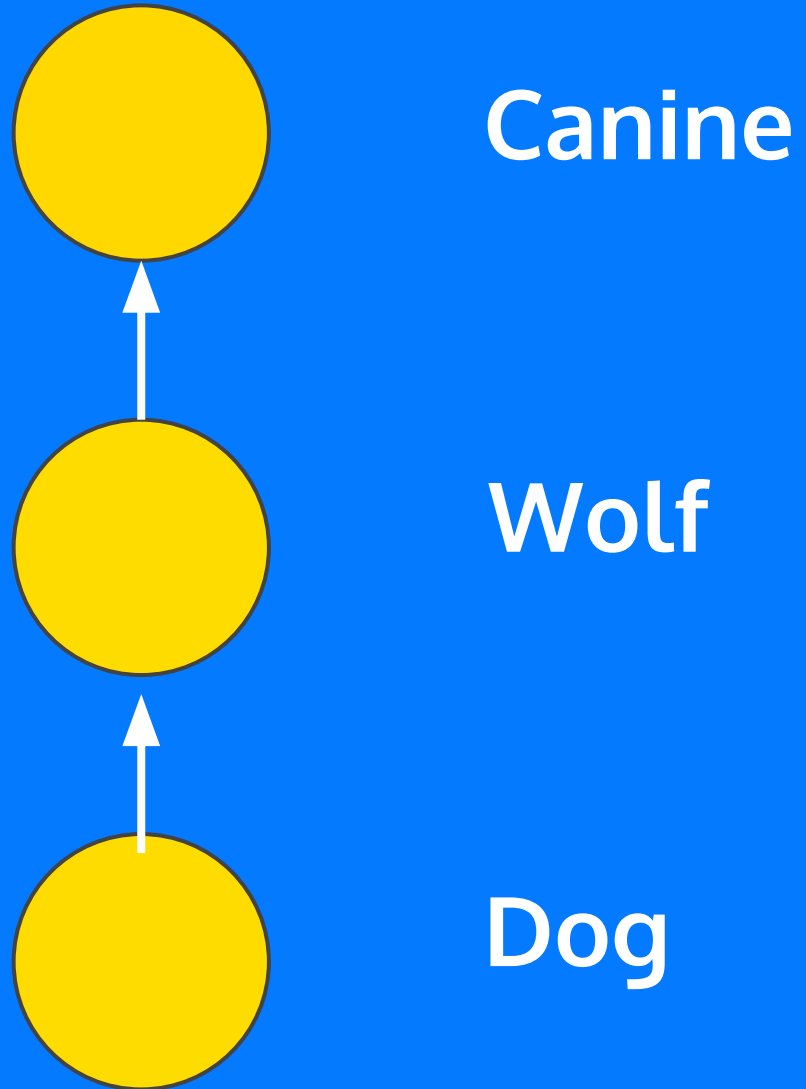
INHERITANCE



INHERITANCE



INHERITANCE



ACTIVITY: STOP-AND-DRAW



5 mins

DIRECTIONS

Draw out the family tree for your car classes.

DELIVERABLE

Write your thoughts down

LESSON

WHAT'S THE SYNTAX?

STRINGS

SYNTAX

```
class Child: Parent {  
  
}
```

DEMO

DEMO

- + How to make one class extend another
- + How to instantiate an object of both
- + How to check their types

INDEPENDENT PRACTICE: PLAYGROUNDS



CODE

10 mins

DIRECTIONS

- + Update your classes to use Inheritance.
- + Make an instance of each class

NOTES

At this point, you don't have to add any functions or variables to your classes.

DEMO

DEMO

+ Overriding Functions

INDEPENDENT PRACTICE: PLAYGROUNDS



CODE

10 mins

DIRECTIONS

- + Update your classes to use Inheritance.
- + Make an instance of each

NOTES

Create each Dictionary with at least 5 values

ACTIVITY: WRITE-PAIR-SHARE



5 mins

DIRECTIONS

Write down one concept in life where it would make sense to use inheritance.

DELIVERABLE

Share your analogy

LESSON

Q & A

CONCLUSION

- + Inheritance allows you to do more while writing less code.
- + You will use Inheritance in every App you make.

BEST PRACTICES

ONE PARENT HOUSEHOLDS

BEST PRACTICES

DON'T ABUSE THE SYSTEM

BEST PRACTICES

**USE IT ONLY WHERE IT MAKES
SENSE**

BEST PRACTICES

**YOU WILL USE IT IN EVERY
APP, BUT USUALLY NOT HOW
WE DID TODAY**

THANKS!

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