

The background image shows a modern building with a unique, angular roofline on the left, and a large white ship docked at a pier on the right. The scene is set during sunset, with a warm, golden light illuminating the sky and the water. The text "Lab 2: Inheritance, Method Overriding and Polymorphism" is overlaid in the center in a large, black, sans-serif font.

Lab 2: Inheritance, Method Overriding and Polymorphism

Inheritance

- **Superclasses and Subclasses**
 - Inheritance enables you to define a general class (i.e., a superclass) and later extend it to more specialized classes (i.e., subclasses).
 - is-a relationship
- The keyword `super` refers to the superclass and can be used to invoke the superclass's methods and constructors.



Method Overriding

- To override a method, the method must be defined in the subclass using the same signature as in its superclass.
- **Overloading** means to define multiple methods with the same name but different signatures. **Overriding** means to provide a new implementation for a method in the subclass.
- Every class in Java is descended from the `java.lang.Object` class.
 - `toString()` method

Spot the Difference!

```
public class Test1 {  
    public static void main(String[] args) {  
        A a = new A();  
        a.p(10);  
        a.p(10.0)  
    }  
}
```

```
class B {  
    public void p(double i) {  
        System.out.println(i * 2);  
    }  
}
```

```
class A extends B {  
    public void p(double i) {  
        System.out.println(i);  
    }  
}
```

```
public class Test2 {  
    public static void main(String[] args) {  
        A a = new A();  
        a.p(10);  
        a.p(10.0)  
    }  
}
```

```
class B {  
    public void p(double i) {  
        System.out.println(i * 2);  
    }  
}
```

```
class A extends B {  
    public void p(int i) {  
        System.out.println(i);  
    }  
}
```

Method Overloading

1. Different number of arguments
2. Different types of arguments.
3. Different order of arguments.



```
void eat(Food food, Drink drink);  
  
void eat(Food food);  
void eat(Food food, Food snack);  
void eat(Drink drink, Food food);
```



```
void eat(Food food);  
  
void eat(Food snacc);  
Human eat(Food food);
```

Why use `@Override`?

- This annotation denotes that the annotated method is required to override a method in its superclass.
- If a method with this annotation does not override its superclass's method, the compiler will report an error.
- For example, if `toString` is mistyped as `tostring`, a compile error is reported. If the `@Override` annotation isn't used, the compiler won't report an error.

Polymorphism

- Polymorphism means that a variable of a supertype can refer to a subtype object.
- A subclass is a specialization of its superclass; every instance of a subclass is also an instance of its superclass, but not vice versa.
- Every circle is a geometric object, but not every geometric object is a circle.

```

void displayObject(GeometricObject object) {
    System.out.println(String.format("%s %s of dimension %s",
                                     object.getColor(),
                                     object.getShape(),
                                     object.getDimension()));
}

```

```

displayObject(new Circle(1, "red"));
displayObject(new Rectangle(1, 1, "black"));
displayObject(new Object()); // a superclass

```

[Output]

red circle of dimension 1

black rectangle of dimension 1x1

| Error:

| incompatible types: java.lang.Object cannot be converted to GeometricObject

| displayObject(new Object())

| ^-----^

eLinks index.html

Tips

1. What types of Cruises and Loaders are there?
2. What relationships do they share?
3. If done well, your implementation should be easily extended into Level 6 (Secret Level), released later on CodeCrunch.