

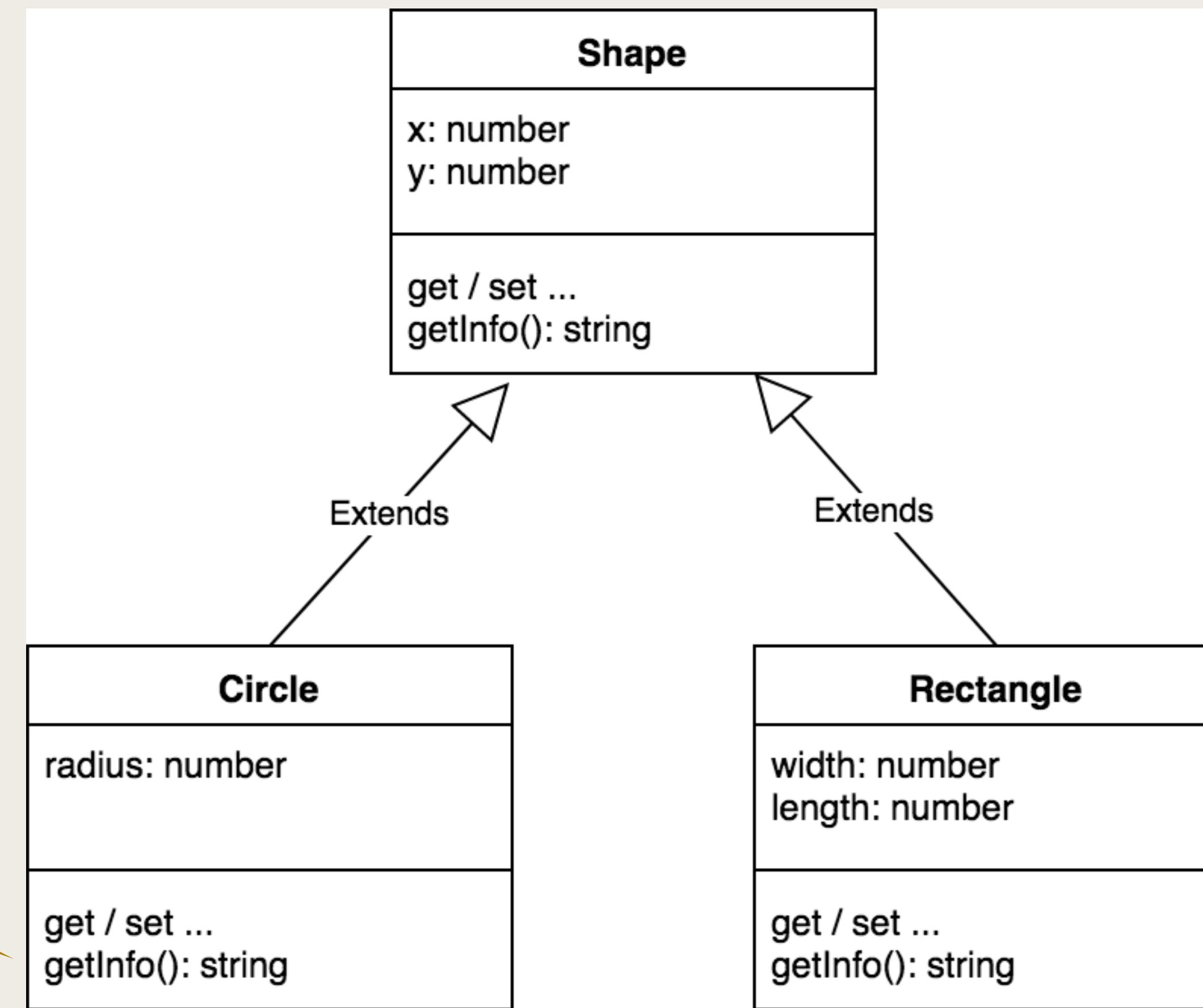
# Inheritance



# Inheritance

- TypeScript supports the object-oriented concept of inheritance
  - Define common properties and methods in the superclass
  - Subclasses can extend superclasses and add properties and methods
  - Support for abstract classes and overriding
- TypeScript only supports single inheritance
  - However, you can implement multiple interfaces

# Inheritance Example



Can override the  
getInfo() method

# Inheritance Example

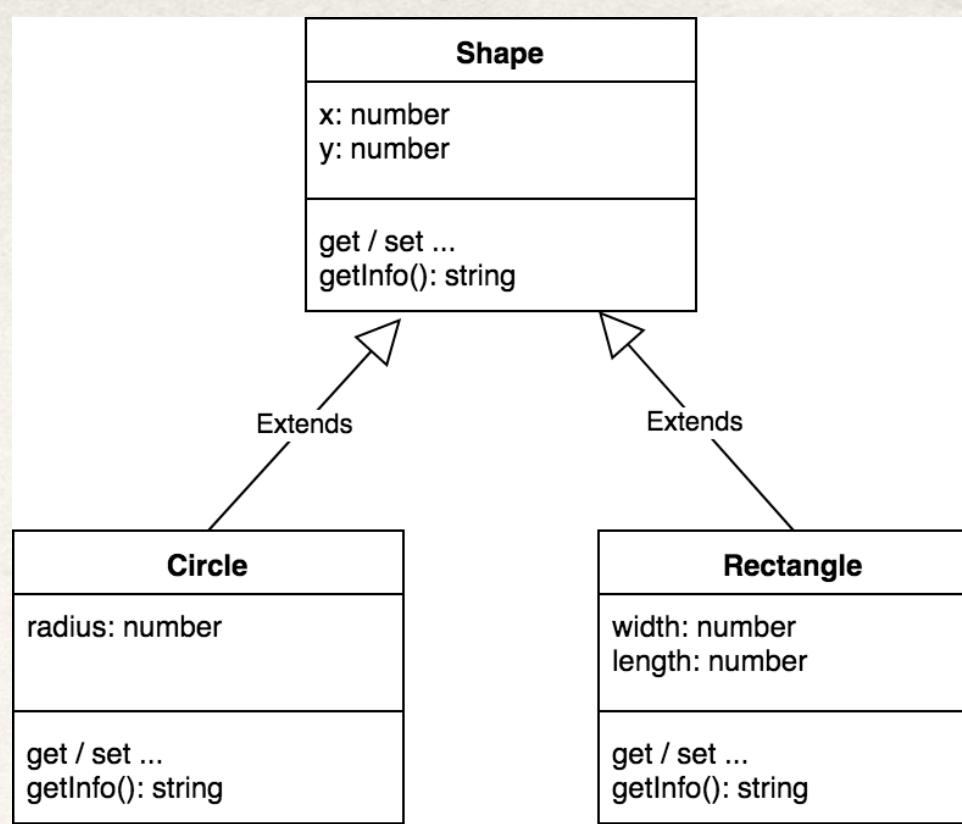
File: Shape.ts

```
export class Shape {  
  
    constructor(private _x: number, private _y: number) {  
    }  
  
    // get/set accessors ...  
  
    getInfo(): string {  
        return `x=${this._x}, y=${this._y}`;  
    }  
}
```

Override the  
getInfo() method

File: Circle.ts

```
import { Shape } from './Shape';  
  
export class Circle extends Shape {  
  
    constructor(theX: number, theY: number,  
              private _radius: number) {  
        super(theX, theY);  
    }  
  
    // get/set accessors ...  
  
    getInfo(): string {  
        return super.getInfo() + `, radius=${this._radius}`;  
    }  
}
```



# Creating a main app

File: Shape.ts

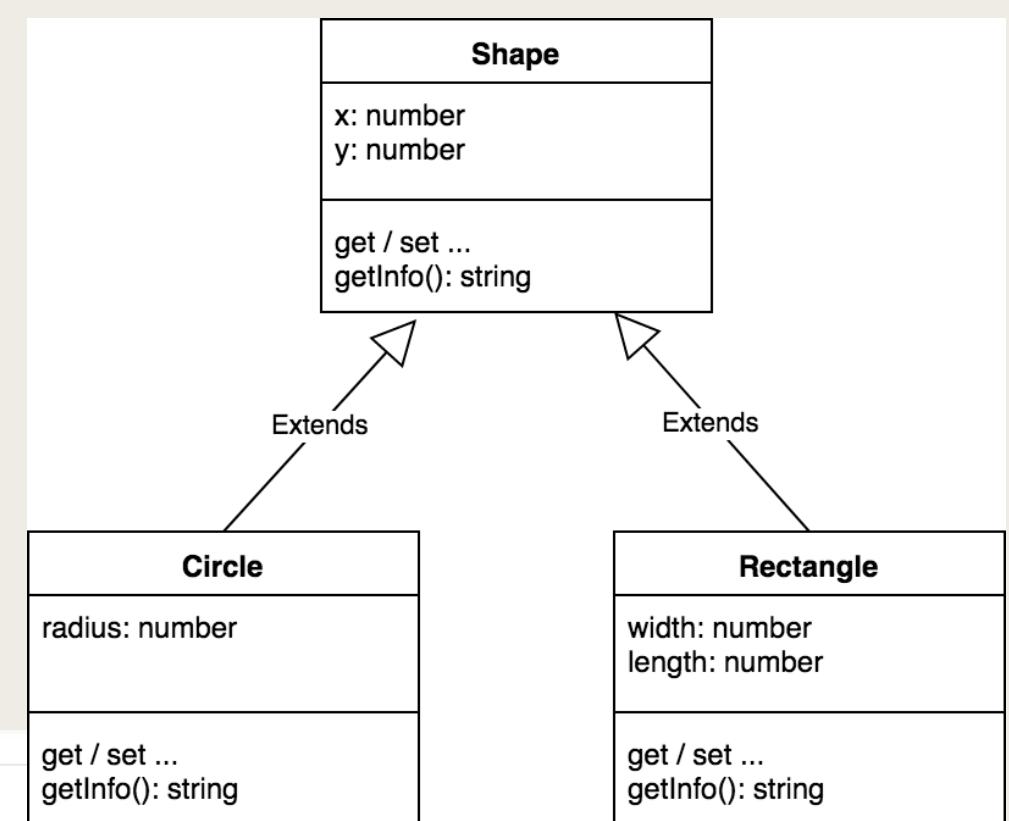
```
export class Shape {  
    ...  
    getInfo() {  
        return `x=${this._x}, y=${this._y}`;  
    }  
}
```

File: Circle.ts

```
import { Shape } from './Shape';  
  
export class Circle extends Shape {  
    ...  
    getInfo() {  
        return super.getInfo() + ', radius=${this._radius}';  
    }  
}
```

File: Driver.ts

```
import { Shape } from './Shape';  
import { Circle } from './Circle';  
  
let myShape = new Shape(10, 15);  
console.log(myShape.getInfo());  
  
let myCircle = new Circle(5, 10, 20);  
console.log(myCircle.getInfo());
```



# Rectangle

File: Rectangle.ts

```
import { Shape } from './Shape';

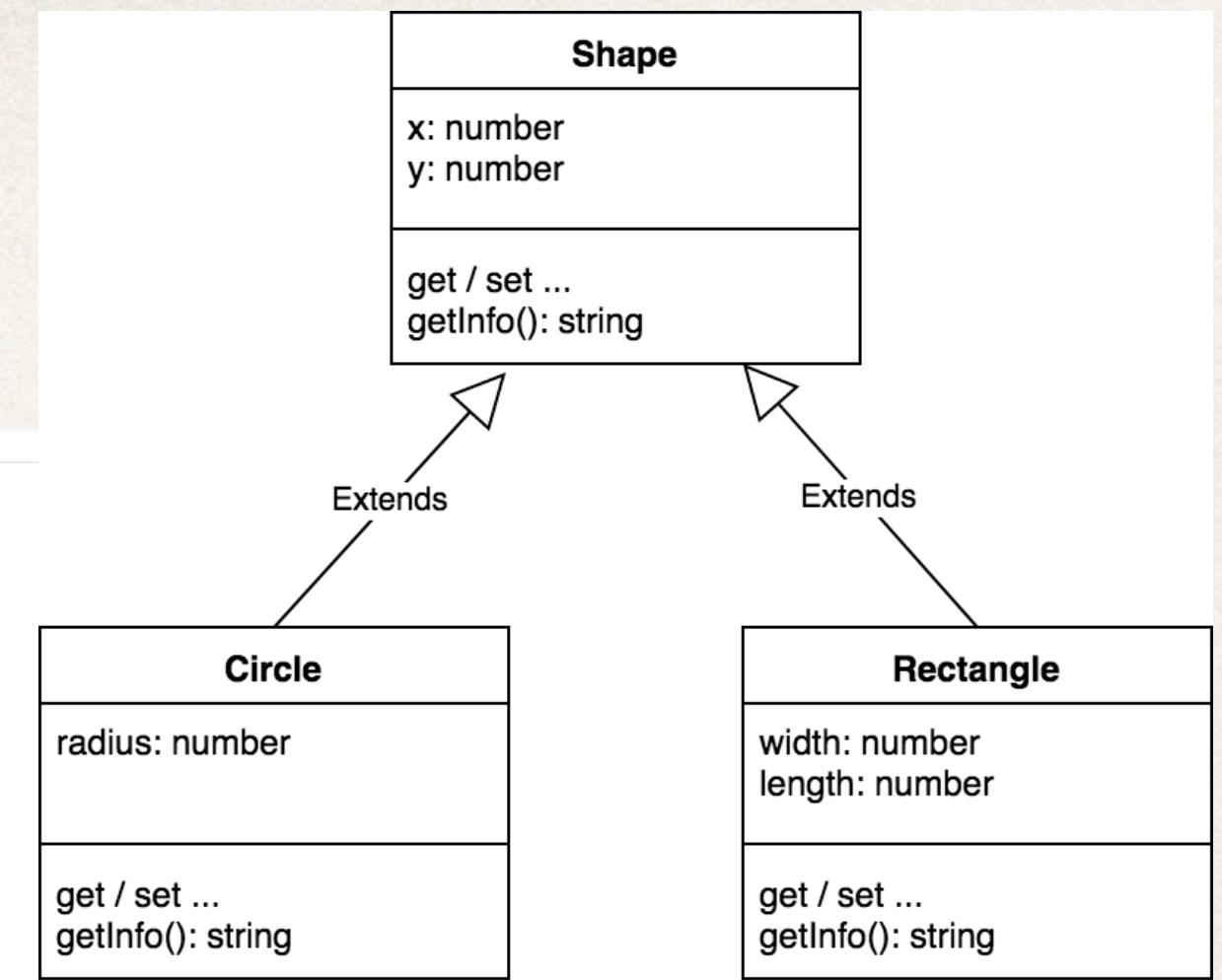
export class Rectangle extends Shape {

    constructor(theX: number, theY: number,
        private _width: number, private _length: number) {

        super(theX, theY);
    }

    // get/set accessors ...

    getInfo(): string {
        return super.getInfo() + `, width=${this._width}, length=${this._length}`;
    }
}
```



# Creating a main app

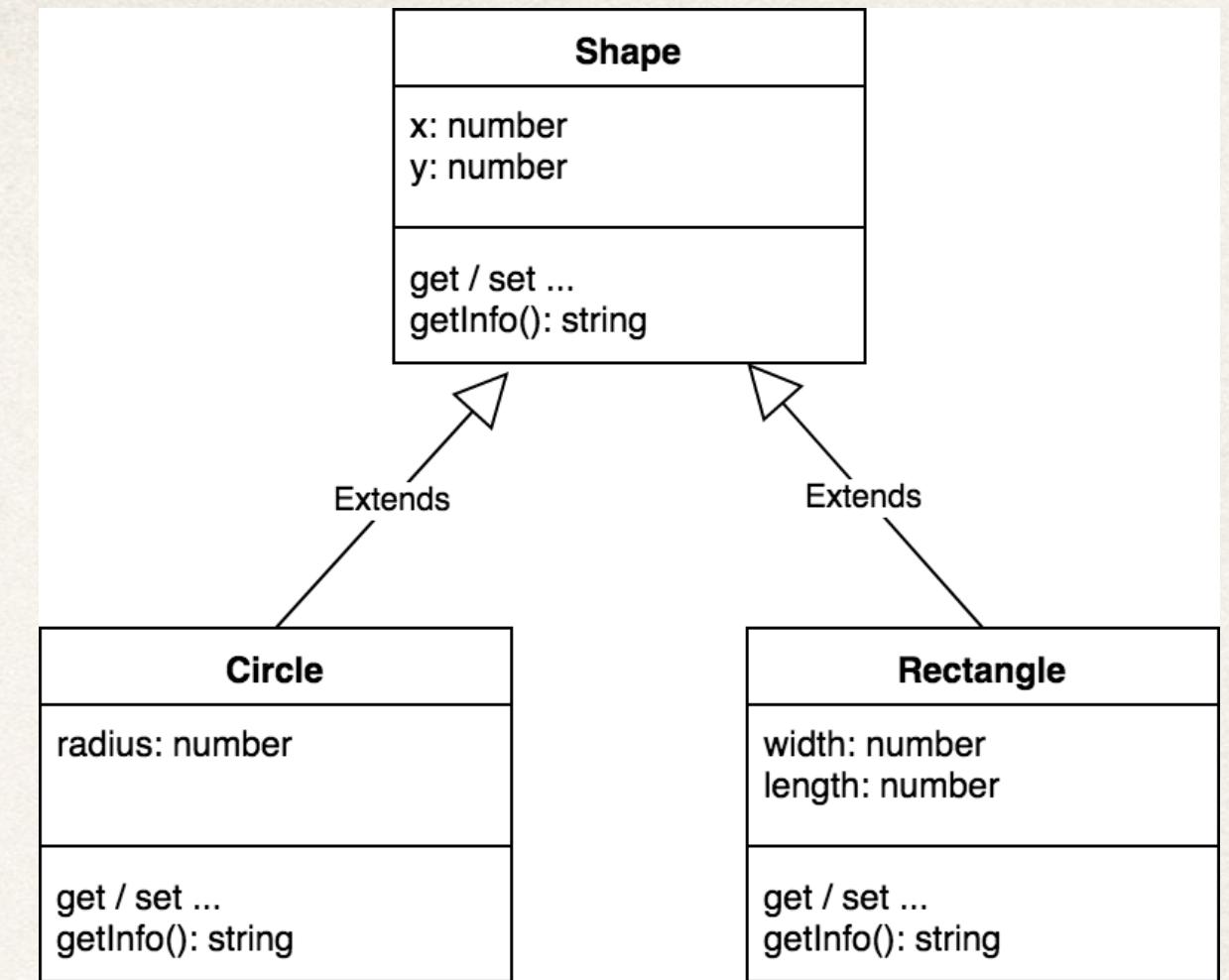
File: Driver.ts

```
import { Shape } from './Shape';
import { Circle } from './Circle';
import { Rectangle } from './Rectangle';

let myShape = new Shape(10, 15);
console.log(myShape.getInfo());

let myCircle = new Circle(5, 10, 20);
console.log(myCircle.getInfo());

let myRectangle = new Rectangle(0, 0, 3, 7);
console.log(myRectangle.getInfo());
```



x=10, y=15  
x=5, y=10, radius=20  
x=0, y=0, width=3, length=7

# Creating an Array of Shapes

File: ArrayDriver.ts

```
...  
  
let myShape = new Shape(10, 15);  
let myCircle = new Circle(5, 10, 20);  
let myRectangle = new Rectangle(0, 0, 3, 7);  
  
// declare an array for shapes ... initially empty  
let theShapes: Shape[] = [];  
  
// add the shapes to the array  
theShapes.push(myShape);  
theShapes.push(myCircle);  
theShapes.push(myRectangle);  
  
for (let tempShape of theShapes) {  
    console.log(tempShape.getInfo());  
}
```

