



1. Super

Inheritance: Super keyword

Super

Use SUPER to access fields and methods of the super class

```
public class Jeans extends Clothing{
```

```
    String type; //slim, fit, ..
```

```
    public String display() {
```

```
        return "Jeans{" +
```

```
            "cod=" + cod + "\" +
```

```
            ", price=" + price +
```

```
            ", size=" + size + "\" +
```

```
            ", color=" + color + "\" +
```

```
            ", genre=" + genre +
```

```
            ", type=" + type + "\" +
```

```
            '}'
```

```
        }
```

```
    }
```

Jeans.java

```
public class Clothing {  
    String cod;  
    double price;  
    String size;  
    String color;  
    char genre; //W==Woman, M==Man  
  
    public String display() {  
        return "cod=" + cod + "\" +  
            ", price=" + price +  
            ", size=" + size + "\" +  
            ", color=" + color + "\" +  
            ", genre=" + genre;  
    }  
}
```

We want to continue to use the original method, and ADD extras for each subclass individually.

super

Clothing.java

```
public class Jeans extends Clothing{
```

```
    String type; //slim, fit, ..
```

```
    public String display() {
```

```
        return "Jeans{" +
```

```
            "cod=" + cod + "\" +
```

```
            ", price=" + price +
```

```
            ", size=" + size + "\" +
```

```
            ", color=" + color + "\" +
```

```
            ", genre=" + genre +
```

```
            ", type=" + type + "\" +
```

```
            '}';
```

```
    }
```

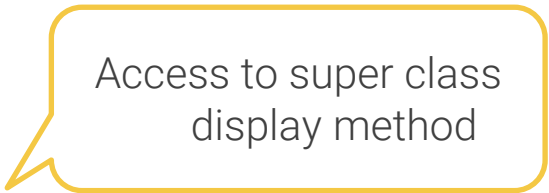
```
}
```

Jeans.java

```
public class Jeans extends Clothing{
```

```
    String type; //slim, fit, ..
```

```
    public String display() {  
        return "Jeans{" + super.display() +  
            ", type=" + type + "\" +  
            '}'";  
    }  
}
```



Access to super class
display method

Jeans.java

```
public class Main {  
  
    public static void main(String[] args) {  
  
        Jeans jeans = new Jeans();  
        jeans.cod = "9663/310";  
        jeans.price = 39.95;  
        jeans.size = "40";  
        jeans.color = "blue";  
        jeans.genre = 'M';  
        jeans.type = "slim";  
        System.out.println(jeans.display());  
        //Prints: Jeans{cod='9663/310', price=39.95, size='40', color='blue', genre=M,    //type='slim'}  
    }  
}
```

Main.java

¿Cuál es la salida por consola al ejecutar el siguiente código?

```
Truck myCar = new Truck();  
myCar.m1();  
myCar.m2();
```

```
public class Car{  
    public void m1(){ System.out.println("car 1"); }  
    public void m2(){ System.out.println("car 2"); }  
}
```

```
public class Truck extends Car{  
    public void m1(){ System.out.println("truck 1"); }  
    public void m2(){ super.m1(); }  
}
```

¿Cuál es la salida por consola al ejecutar el siguiente código?

```
Truck myCar = new Truck();  
myCar.m1(); //Prints truck 1  
myCar.m2();
```

```
public class Car{  
    public void m1(){ System.out.println("car 1"); }  
    public void m2(){ System.out.println("car 2"); }  
}
```

```
public class Truck extends Car{  
    public void m1(){ System.out.println("truck 1"); }  
    public void m2(){ super.m1(); }  
}
```

¿Cuál es la salida por consola al ejecutar el siguiente código?

```
Truck myCar = new Truck();  
myCar.m1(); //Prints truck 1  
myCar.m2(); //Prints car 1
```

```
public class Car{  
    public void m1(){ System.out.println("car 1"); }  
    public void m2(){ System.out.println("car 2"); }  
}
```


```
public class Truck extends Car{  
    public void m1(){ System.out.println("truck 1"); }  
    public void m2(){ super.m1(); }  
}
```

`super()`

```
public class Clothing {  
    String cod;  
    double price;  
    String size;  
    String color;  
    char genre; //W==Woman, M==Man  
  
    public String display() {  
        return "cod='" + cod + '\' "  
            + ", price=" + price +  
            " , size='" + size + '\' "  
            + ", color='" + color + '\' "  
            + ", genre=" + genre;  
    }  
}
```

Clothing.java

```
public class Clothing {  
    String cod;  
    double price;  
    String size;  
    String color;  
    char genre; //W==Woman, M==Man  
  
    public Clothing(String cod, double price, String size, String color, char genre) {  
        this.cod = cod;  
        this.price = price;  
        this.size = size;  
        this.color = color;  
        this.genre = genre;  
    }  
    public String display() {  
        return "cod=" + cod + "\" +  
            ", price=" + price +  
            ", size=" + size + "\" +  
            ", color=" + color + "\" +  
            ", genre=" + genre;  
    }  
}
```



Clothing.java

```
public class Jeans extends Clothing{

    String type; //slim, fit, ..

    public Jeans(String cod, double price, String size,
                  String color, char genre, String type) {
        super(cod, price, size, color, genre);
        this.type = type;
    }

    public String display() {
        return "Jeans{" + super.display() +
            ", type='" + type + "'" +
            '}';
    }
}
```



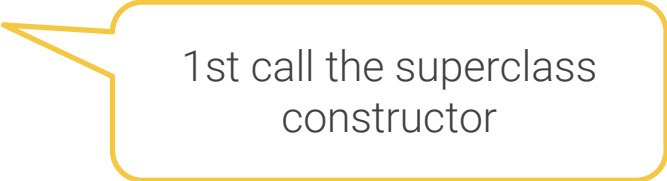
Jeans.java

```
public class Jeans extends Clothing{

    String type; //slim, fit, ..

    public Jeans(String cod, double price, String size,
                  String color, char genre, String type) {
        super(cod, price, size, color, genre);
        this.type = type;
    }

    public String display() {
        return "Jeans{" + super.display() +
            ", type='" + type + "'" +
            '}';
    }
}
```



1st call the superclass
constructor

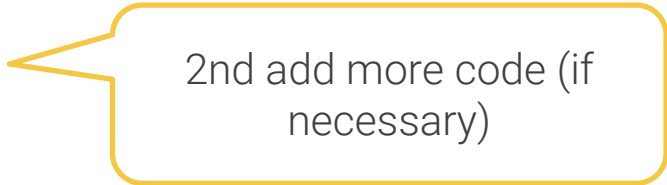
Jeans.java


```
public class Jeans extends Clothing{

    String type; //slim, fit, ..

    public Jeans(String cod, double price, String size,
                 String color, char genre, String type) {
        super(cod, price, size, color, genre);
        this.type = type;
    }

    public String display() {
        return "Jeans{" + super.display() +
            ", type='" + type + "'" +
            '}';
    }
}
```



2nd add more code (if necessary)

Jeans.java

```
public class Jeans extends Clothing{

    String type; //slim, fit, ..

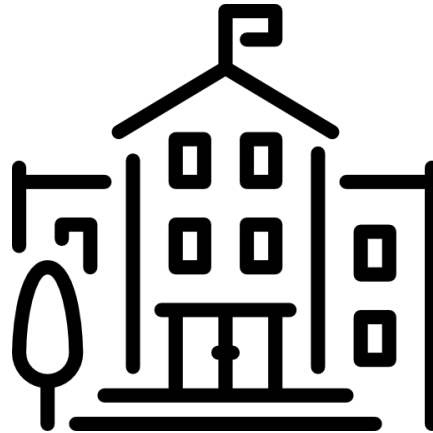
    public Jeans(String cod, double price, String size,
                  String color, char genre, String type) {
        this.type = type;
        super(cod, price, size, color, genre);
    }

    public String display() {
        return "Jeans{" + super.display() +
            ", type=" + type + "\" +
            '"';
    }
}
```

Error compilation!!
A call to super class constructor
must be the first statement

Jeans.java

CENTRO DE ESTUDIOS FP



CENTRO DE ESTUDIOS FP



nombre
dni
email



nivel

B: Bachillerato

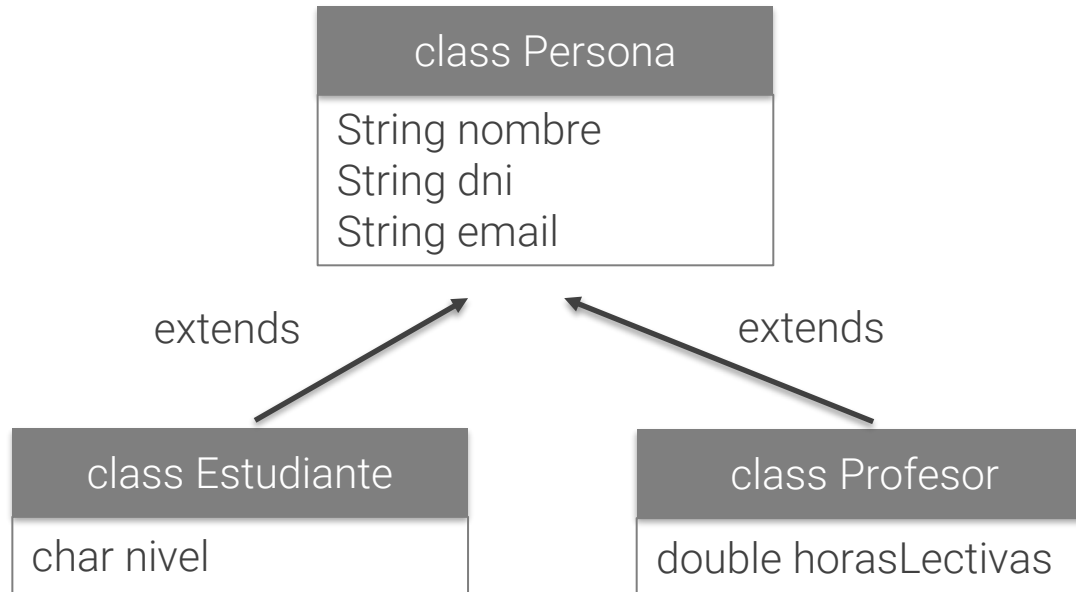
M: Grado Medio

S: Grado Superior



horasLectivas

CENTRO DE ESTUDIOS FP



CENTRO DE ESTUDIOS FP



nombre: Maria Sanz
dni: 1234567X
email: example@example.com
nivel: B

CENTRO DE ESTUDIOS FP

```
public class Persona {  
    String nombre;  
    String dni;  
    String email;  
  
    public Persona(String nombre, String dni, String email) {  
        this.nombre = nombre;  
        this.dni = dni;  
        this.email = email;  
    }  
  
    public Persona(String nombre, String dni) {  
        this.nombre = nombre;  
        this.dni = dni;  
        this.email = "example@example.com";  
    }  
}
```



CENTRO DE ESTUDIOS FP

```
public class Estudiante extends Persona {  
    char nivel;  
  
    public Estudiante(String nombre, String dni, String email, char nivel){  
        super(nombre, dni, email);  
        this.nivel = nivel;  
    }  
  
    public Estudiante(String nombre, String dni, char nivel){  
        super(nombre, dni);  
        this.nivel = nivel;  
    }  
}
```



CENTRO DE ESTUDIOS FP

```
public class Estudiante extends Persona {  
    char nivel;  
  
    public Estudiante(String nombre, String dni, String email, char nivel){  
        super(nombre, dni, email);  
        this.nivel = nivel;  
    }  
  
    public Estudiante(String nombre, String dni, char nivel){  
        super(nombre, dni);  
        this.nivel = nivel;  
    }  
}
```

“Do what you think is interesting, do something that you think is fun and worthwhile, because otherwise you won't do it well anyway “

Brian Kernigan, científico de la computación que trabajó en los laboratorios Bell y ayudó en la creación del sistema operativo Unix.

