

SOLID-Prinzip

```
class Quadrat extends Rechteck {  
    // height == width! IMMER  
    float width;  
    // height < width;  
    setWidth(float w) {  
        width = w;  
        // width = w, height = w;  
    }  
}
```

```
class Rechteck extends Quadrat {  
    float width;  
    float height;  
}
```