

Inheritance and Polymorphism: Subclasses and Methods

Jeroo Methods

Method	Purpose	Example
<code>hop()</code>	Hop one space ahead. The program terminates with a logic error if the hopping Jeroo lands in the water, lands on another Jeroo, or hops onto a net. A Jeroo can hop onto a flower.	<code>jessica.hop();</code>
<code>hop(number)</code>	Hop <i>number</i> times in a row, where <i>number</i> is a positive integer.	<code>jessica.hop(3);</code> <code>jessica.hop(12);</code>
<code>pick()</code>	Pick a flower from the current location. Nothing happens if there is no flower at the current location.	<code>jessica.pick();</code>
<code>plant()</code>	Plant a flower at the current location. Nothing happens if the jeroo does not have a flower to plant.	<code>jessica.plant();</code>
<code>toss()</code>	Toss a flower one space ahead. The tossed flower is lost forever. If the flower lands on a net, the net is disabled.	<code>jessica.toss();</code>
<code>turn(relativeDirection)</code>	Turn in the indicated direction [<code>turn(AHEAD)</code> and <code>turn(HERE)</code> are meaningless]	<code>jessica.turn(LEFT);</code> <code>jessica.turn(RIGHT);</code>
<code>give(relativeDirection)</code>	Give a flower to a neighboring Jeroo in the indicated direction. Nothing happens if the giving Jeroo has no flowers, or if there is no neighboring Jeroo in the indicated direction. [<code>give(HERE)</code> is meaningless]	<code>jessica.give(LEFT);</code> <code>jessica.give(RIGHT);</code> <code>jessica.give(AHEAD);</code>

Directions

Relative Directions	Compass Directions
<code>LEFT</code>	<code>NORTH</code>
<code>RIGHT</code>	<code>EAST</code>
<code>AHEAD</code>	<code>SOUTH</code>
<code>HERE</code>	<code>WEST</code>

Attributes - values associated with an object

- constructor is responsible to initialize the new object's attributes

Multiple constructors

```
Jeroo jessica = new Jeroo(8); // specifies 8 flowers  
Jeroo jessica = new Jeroo(WEST); // specifies West direction  
Jeroo jessica = new Jeroo(WEST, 8); // specifies both direction and flower count
```

java

Subclasses

extends - allows the subclass to inherit all the attributes and methods of the superclass (parent)

- constructors are not inherited by subclasses

is-a relationship exists between subclass and superclass, since instances of the subclass are also instances of the superclass

```
public class NewClassName extends ExistingClassName
```

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Polymorphism - subclasses can respond to the same method differently

super - calls the constructor of the parent class

overriding methods - change the inherited behavior of a subclass by declaring the same method in the subclass, but with a different function

overloading methods - two methods in the same class that take different parameters to do different behavior

super(params) - modifies the constructor by passing local parameters to superclass' constructor

Algorithm Development Process

1. Obtain a description of the problem
2. Analyze the problem
3. Develop a high-level algorithm
4. Refine the algorithm by adding more detail
5. Review the algorithm

Method Stub - empty method to be filled later