

## Beispiel: Ausführungsschritte bei Vererbung

Execution		
	<b>public class</b> ErbDemoPanel <b>extends</b> JPanel {	
	↓ <b>private</b> TraceV7 tr = <b>new</b> TraceV7( <b>this</b> );	Attribute
	↓ <b>private</b> SmartPerson smartPerson;	
	<b>public</b> ErbDemoPanel() {	
	<b>super</b> ();	
	tr.constructorCall();	Konstruktor
	smartPerson = <b>new</b> SmartPerson("Hans-Heinrich");	
	}	
	<b>public void</b> paintComponent(Graphics g) {	
	tr.paintCall();	
	smartPerson.anzeigen(g);	
	}	
	}	

Execution		
	<b>class</b> SmartPerson <b>extends</b> Person {	
	↓ <b>private</b> TraceV7 tr = <b>new</b> TraceV7( <b>this</b> );	Attribute
	↓ <b>int</b> x = 5;	
	↓ <b>int</b> y = 0;	
	<b>public</b> SmartPerson(String name){	
	<b>super</b> (name);	
	tr.constructorCall();	Konstruktor
	x = 7;	
	}	
	<b>public void</b> anzeigen(Graphics g){	
	tr.paintCall();	
	g.drawString("Darf ich mich vorstellen: Ich heiße "+name, 10, 200);	
	<b>super</b> .anzeigen(g);	
	}	
	}	

Execution		
	<b>class</b> Person <b>extends</b> Object {	
	↓ <b>private</b> TraceV7 tr = <b>new</b> TraceV7("Person", <b>this</b> );	Attribute
	↓ <b>protected</b> String name;	
	↓ <b>protected int</b> matrikelNummer = 16;	
	<b>public</b> Person(String name) {	
	<b>super</b> ();	
	tr.constructorCall();	Konstruktor
	<b>this</b> .name = name;	
	}	
	<b>public void</b> anzeigen(Graphics g) {	
	tr.paintCall();	
	g.drawString("Hallo Velo", 10, 170);	
	}	
	}	