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PROG101-01

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Underwater Creatures Application

Explanations of inheritance, polymorphism, and encapsulation. For each include:

Definition:

* Inheritance: is when one connects the child class to the parent class, which the child class will inherit everything that is in the parent class, and any other properties or methods in the child class will not interfere with the parent class. For example, for this assignment my Creature class, which is the parent class, has properties such as name, description, interact, and sleep. All of that will be included in one of my child classes, such as Shrimp, but if I can add more properties or methods to my Shrimp class, which will not interfere with any other of my sea creatures classes or the Creature class.
* Polymorphism: occurs when inheritance happens and enables redefining methods in derived classes. For example, for this assignment my Creature class is the base or parent class and the derived or child class is the sea creatures class such as the Shrimp class.
* Encapsulation: protect important data inside the class which we do not want to be exposed outside the class by using access modifiers such as public, private, protected, etc.

Credits:

[Assisted by Professor Janell Baxter]

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