**Chapter 10 Object-Oriented Programming, Part 3: Inheritance, Polymorphism, and Interfaces**

10.1 Inheritance

10.2 Inheritance Design

10.2.1 Inherited Members of a Class

10.2.2 Subclass Constructors

10.2.3 Adding Specialization to the Subclass

10.2.4 Overriding Inherited Methods

10.3 The *protected* Access Modifier

10.4 Programming Activity 1: Using Inheritance

10.5 *Abstract* Classes and Methods

10.6 Polymorphism

10.7 Programming Activity 2: Using Polymorphism

10.8 Interfaces