Module 1 - Lecture 13

## Inheritance Part 2



#### Review

- What is polymorphism?
- What are two ways to achieve polymorphism?
- What is an interface?



## Final keyword

- Making variables final means that their value cannot change once it is set.
- Making methods final means that children cannot override what the parent has defined.
  - Prevents logic that is integral to the application from being overridden by a poorly behaving subclass.
  - Just a design decision that should have good reason for being.
- Making class final means that another class cannot inherit from it.
  - A design decision that should have good reason for being.

### **Access Modifiers**

| Modifier  | Class | Package | Subclass | Global |
|-----------|-------|---------|----------|--------|
| Public    | Yes   | Yes     | Yes      | Yes    |
| Protected | Yes   | Yes     | Yes      | No     |
| Default   | Yes   | Yes     | No       | No     |
| Private   | Yes   | No      | No       | No     |



#### **Abstract**

- Abstract classes cannot be instantiated, but they can provide logic and structure to their subclasses.
- Abstract methods are methods without logic and must be implemented by their subclasses.
- If a class includes an abstract method, it must be marked as abstract.
- If a class derives from an abstract class, it must override all abstract methods from its parent or it must also be marked abstract.

#### **Abstract vs Interface**

- Abstract classes can have implemented methods. An interface cannot.
- A class can only inherit from one class, but can implement many interfaces.
- Inheriting from a superclass is akin to making a more specialized version of that class. Implementing an interface means that you can be used in the context the interface is for. For example, there is a difference between being a Book and a TextBook vs being Sellable or Readable.

## toString()

- Method inherited from java.lang.Object
- Can be overridden to define how to convert a given object into a String.
  - Override when you plan on printing an object to the screen or elsewhere.



## Let's Code!

## Reading

- Module 1
  - Unit Testing



# QUESTIONS?

