Inheritance



Why do we do it?

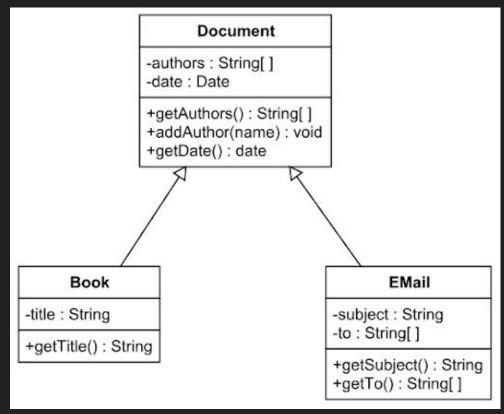
- Allows us to reuse code for common class properties and methods.
- Forces us to think about how our entities are orgnized



Reducing Repeated Code

Subclasses inherit all the properties and methods of their superclass.

Subclasses get created through the use of the keywords "extends" or "implements" depending on the type of super class.



Super

Used to call superclass methods and the superclass constructor.

Mostly used for using the superclass constructor.

```
class Animal { // Superclass (parent)
  public void animalSound() {
   System.out.println("The animal makes a sound");
class Dog extends Animal { // Subclass (child)
  public void animalSound() {
    super.animalSound(); // Call the superclass method
   System.out.println("The dog says: bow wow");
public class MyMainClass {
   public static void main(String[] args) {
      Animal myDog = new Dog(); // Create a Dog object
      myDog.animalSound(); // Call the method on the Dog object
```

Output:

The animal makes a sound The dog says: bow wow

Instanceof

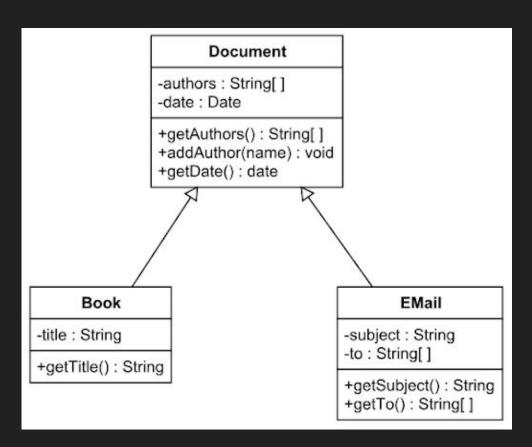
Used to test whether an object is an instance of the specified type.

- class
- subclass
- Interface

book intstanceof Document ⇒ true

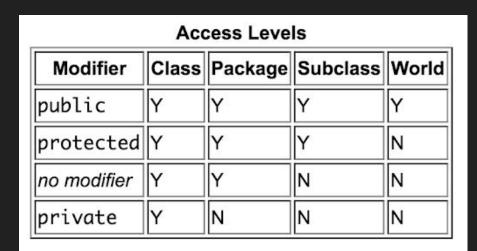
book instanceof Book ⇒ true

email instanceof Book ⇒ false



Public vs Private vs Protected

Access modifiers restrict who has access to specific class properties.



Differences between abstract classes and interfaces

Abstract Class

- 1. abstract keyword
- 2. Subclasses *extends* abstract class
- 3. Abstract class can have implemented methods and 0 or more abstract methods
- 4. We can extend only one abstract class

Interface

- 1. interface keyword
- 2. Subclasses *implements* interfaces
- 3. Java 8 onwards, Interfaces can have default and static methods
- 4. We can implement multiple interfaces





Live Coding Example #1

Create an class *Person* that is the superclass of *American* and *British*. Every *Person* should have the properties: name, weight, and worth. Every *Person* should also have the methods: summarize and givePound. Giving a pound means for Americans means that you increase their weight by one and means for British that you increase their worth by one.

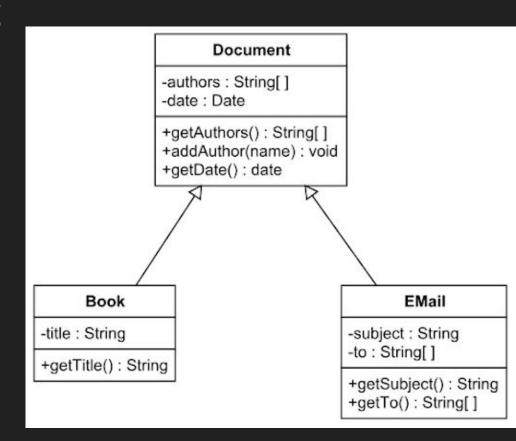


Example Solution

```
protected float worth;
    protected float weight;
    public Person(String name, float worth, float weight){
        this.worth = worth;
    public abstract void givePound();
    public void summarize(){
class American extends Person{
    public American(String name, float worth, float weight) {
    public British(String name, float worth, float weight){
    public void givePound() {
        worth = worth + 1;
```

Live Coding Example #2

Create a method called *getNames* that takes in a list of *Documents* and returns a list of *Strings* representing the names of titles. For *Books*, use the *title*. For *EMails*, use the *subject*. For *Documents*, use "No name found."



Example Solution

```
public static List<String> getNames(List<Document> documents){
   ArrayList<String> names = new ArrayList<>();
       if (document instanceof Book) {
           names.add(((Book) document).getTitle());
       else if (document instanceof EMail) {
           names.add(((EMail) document).getSubject());
       else{
           names.add("No name found.");
```

```
class Book extends Document{
    public Book(String title) {
    public String getTitle() {
class EMail extends Document{
    public EMail(String subject, String[] to){
        this.subject = subject;
    public String getSubject() {
    public String[] getTo(){
```

Assignment

Zoo Animals

