

SHAPE, TEXT AND IMAGE CLASSES

MAKE COMPLETE SENSE IF YOU
ARE BUILDING AN IMAGE EDITING APP

LET'S SAY YOU ARE WRITING A SIMPLE
IMAGE EDITING TOOL, SOMETHING LIKE
MS-Paint

THESE ARE THE
BASIC TYPES THAT
YOUR PROGRAM
WILL DEAL WITH..

SHAPES

CIRCLES, ELLIPSES,
RECTANGLES, SQUARES

TEXT

THESE BASIC TYPES MAKE
MUCH MORE SENSE IN THIS
CONTEXT THAN USING FILES,
LISTS, DICTIONARIES..

IMAGES

PHOTOGRAPHS FROM
YOUR HARD DISK OR
INSTAGRAM OR WHEREVER

OF COURSE THESE SHAPE, IMAGE AND TEXT
CLASSES WILL CONTAIN MEMBER VARIABLES
THAT ARE STRINGS, LISTS, FILES, DICTIONARIES ETC

Shapes are similar in many ways - they have areas and outlines

```
public class Rectangle {  
  
    private double length;  
    private double breadth;  
  
    public Rectangle(double length, double breadth) {  
        this.length = length;  
        this.breadth = breadth;  
    }  
  
    public double getArea() {  
        return length * breadth;  
    }  
  
    public double getOutline() {  
        return 2 * (length + breadth);  
    }  
}
```

```
public class Square {  
  
    private double length;  
  
    public Square(double length) {  
        this.length = length;  
    }  
  
    public double getArea() {  
        return length * length;  
    }  
  
    public double getOutline() {  
        return 2 * (length + length);  
    }  
}
```

```
public class Circle {  
  
    private double radius;  
  
    public Circle(double radius) {  
        this.radius = radius;  
    }  
  
    public double getArea() {  
        return 3.14 * radius * radius;  
    }  
  
    public double getOutline() {  
        return 2 * 3.14 * radius;  
    }  
}
```

"IS-A": INHERITANCE

CIRCLES ARE SHAPES

RECTANGLES ARE SHAPES

SQUARES ARE RECTANGLES,
(AND SHAPES TOO)

HAVE CIRCLE AND RECTANGLE
INHERIT FROM SHAPE,
AND SQUARE INHERIT FROM
RECTANGLE

SHAPES ALL HAVE
OUTLINES AND AREAS

IT MAKES NO SENSE TO
WRITE THE SAME CODE
AGAIN AND AGAIN FOR
EACH TYPE OF SHAPE..

..SO DON'T!

CLASSES CAN INHERIT FROM OTHER CLASSES

A CIRCLE AND RECTANGLE WILL HAVE A VERSION
OF ALL THE MEMBER VARIABLES AND METHODS
THAT EXIST INSIDE A SHAPE