

Inheritance Basics

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Goal

- What is inheritance?
- When to use it?
- BTW, Pharo has the same inheritance model as Java



Inheritance

- It is a reuse mechanism
 - We do not reimplement the code of the superclasses
 - We extend it or customize it
- It is based on the expression of a delta
 - Specify only the differences to the superclasses



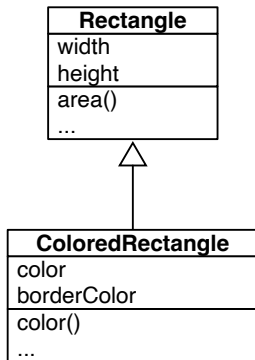
The basics

Needs:

- We want to adapt the code by extending existing behavior and state
- We do not want to reimplement everything

Solution: **class inheritance**

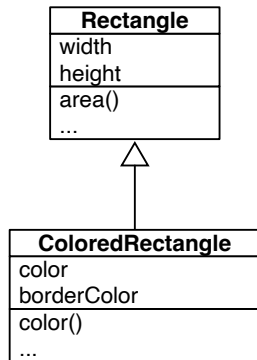
- A class extends the definition of its superclass



Basic subclass behavior

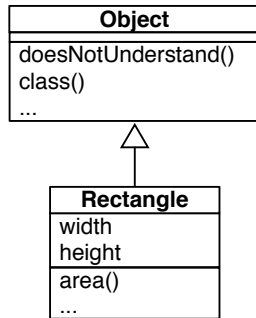
A subclass:

- can **add** state and behavior: color, borderColor, ...
- can **use** superclass behavior and state
- can **redefine** superclass' behavior to **specialize** it



Root of inheritance hierarchy

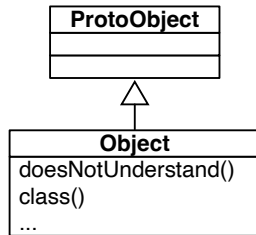
- Object is the root of most classes
 - defines the common behavior of all objects
 - raising errors, class access, ...



In Pharos: ProtoObject

ProtoObject (Object's superclass) has a special purpose:

- raising as much errors as possible
- so that the system can catch such errors and do something with them
- useful for building advanced techniques such as proxy objects



Two aspects of inheritance

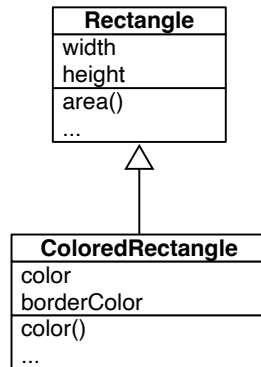
Inheritance is:

- **static** for state/instance variables (i.e. during class creation)
- **dynamic** for behavior (i.e. during execution)



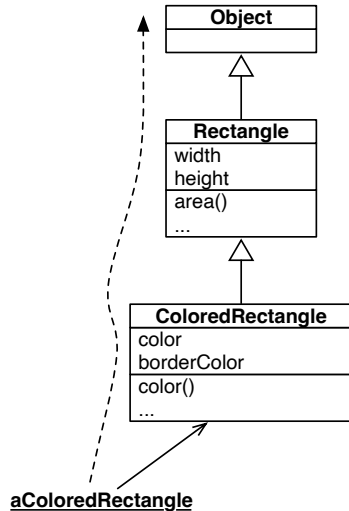
Inheritance of instance variables

- Happens during **class definition**
- Computed from
 - the class own instance variables
 - the ones of its superclasses
 - usually no duplicate in the chain
- ColoredRectangle **has** a width, height, color, and borderColor



Inheritance of behavior

- Happens at **run time**
- The method is looked up
 - starting from the receiver's class
 - then going along superclasses



What you should know

- Inheritance allows developers of a class to **add** state and behavior and **redefine** behavior
- A class has 1 and only 1 superclass (single inheritance model)
- A class eventually inherits from `Object`
- Inheritance of state is static
- Inheritance of behavior is dynamic



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