

Homework #5



Questions

1. Using Implementation Inheritance can lead to unexpected results, give an Example what happens if you use a given method from the Java Class “Object” which you haven’t explicitly overwritten. How can we fix the issues?

Hint: use either `toString()` or `equals()` on your own created class. e.g. Student



Questions

2. Using a Communication Diagram for a complete system can get complex pretty fast. How do we avoid complexity in Communication Diagrams?



Questions

3. Given the following state chart create the corresponding code:

