192010
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学習記録 学習メモ
インターフェースというものがある
継承できる
継承する時はoverride

学習記録　演習

6-1
```
interface Figure{
    var center : Point
    fun checkAboveX() :Boolean
}

class Point(var x:Double, var y :Double)

class Rectangle(override var center : Point, var height: Double, var width: Double): Figure{
    override fun checkAboveX():Boolean {
        if (center.y > height / 2) return true else return false

    }
}

class Circle(override var center : Point, var rad: Double): Figure{
    override fun checkAboveX():Boolean {
        if (center.y > rad) return true else return false
    }
}


fun main(args: Array<String>) {
    val point = Point(2.0,2.0)
    val rec = Rectangle(point, 2.0, 2.0)
    println(rec.checkAboveX())

}
```

6-2

```kotlin
interface Parts{
    fun onClick() :Boolean
}

class Button(var onOff:Boolean): Parts{
    override fun onClick() :Boolean{
        if(onOff == true)return false else return true

}}

class TextBox(var text:String, var lock:Boolean): Parts{
    override fun onClick() :Boolean{
        if(lock==true)return false else return true
    }
    fun editText(newtext:String){
        if(lock==false){
            text = newtext
        }
    }
}

fun main(args: Array<String>) {
    val click = Button(false)
    println(click.onClick())
    val a = TextBox("hi", false)
    println(a.onClick())
    a.editText("Hello")
    println(a.text)

}
```