

## 《 Java: 상속과 생성자 호출순서 》

이 문서는 유료용으로 판매되는 강좌의 자료입니다. 무단 복제 및 배포를 금지합니다.

출처: [www.youtube.com/@weekendcode](http://www.youtube.com/@weekendcode) // <https://inf.run/zSrvA>

// 부모 클래스

```
class Animal {  
    String name;  
    int age;  
  
    void eat() {  
        System.out.println(name + " is eating.");  
    }  
  
    void sleep() {  
        System.out.println(name + " is sleeping.");  
    }  
}
```

// 자식 클래스

```
class Dog extends Animal {  
    void bark() {  
        System.out.println(name + " is barking.");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        // Dog 객체 생성  
        Dog dog = new Dog();  
        dog.name = "Buddy";  
        dog.age = 3;  
  
        // 상속받은 메서드 호출  
        dog.eat(); // Buddy is eating.  
        dog.sleep(); // Buddy is sleeping.  
  
        // 자식 클래스의 메서드 호출  
        dog.bark(); // Buddy is barking.  
    }  
}
```

// 부모클래스

```
class Car{  
    String model;  
    int year;  
  
    void start() {  
        System.out.println(model+ " isstarting.");  
    }  
  
    void stop() {  
        System.out.println(model+ " isstopping.");  
    }  
  
    void refuel() {  
        System.out.println(model+ " isrefueling.");  
    }  
}
```

// 자식클래스

```
class ElectricCarextends Car {  
    void refuel() {  
        System.out.println(model + " is charging.");  
    }  
  
    void checkBattery() {  
        System.out.println(model + " battery level is checking.");  
    }  
}
```

// 부모클래스

```
class Car {  
    String model;  
    int year;  
  
    void start() {  
        System.out.println(model+ " isstarting.");  
    }  
  
    void stop() {  
        System.out.println(model+ " isstopping.");  
    }  
  
    void refuel() {  
        System.out.println(model+ " isrefueling.");  
    }  
}
```

// 자식클래스

```
class ElectricCarextends Car {  
    void refuel() {  
        System.out.println(model + " is charging.");  
    }  
    void checkBattery() {  
        System.out.println(model + " battery level is checking.");  
    }  
}
```

```
public class Main {  
    public static void main(String[] args) {  
        Car car = new Car(); //부모 객체 생성
```

```
car.model= "Generic Car";
car.year= 2020;

// Create an ElectricCarobject
ElectricCar eCar= new ElectricCar(); //자식 객체 생성
eCar.model= "Tesla Model 3";
eCar.year= 2021;

// Call methods of Car class
car.start(); // Generic Car is starting.
car.refuel(); // Generic Car is refueling.
car.stop(); // Generic Car is stopping.

// Call methods of ElectricCarclass
eCar.start(); // Tesla Model 3 is starting.
eCar.refuel(); // Tesla Model 3 is charging.
eCar.stop(); // Tesla Model 3 is stopping.
eCar.checkBattery(); // Tesla Model 3 battery level is checking.
}
}
```

생성자가 있으면 어떻게 될까?

```
class Car {
    String model;
    int year;
    Car() {    System.out.println("Car constructor"); }

    void start() {    System.out.println(model + " start"); }

    void stop() {    System.out.println(model + " stop"); }
}
class ElectricCar extends Car {
    ElectricCar() {    System.out.println("ElectricCar constructor"); }

    void stop() {    System.out.println(model + " stop and power down"); }

    void checkBattery() {    System.out.println(model + " check battery"); }
}

public class Main {
    public static void main(String[] args) {
        ElectricCar eCar= new ElectricCar();
        eCar.model= "Tesla Model 3";
        eCar.year= 2021;

        eCar.start();
        eCar.stop();
        eCar.checkBattery();
    }
}
```

출력값:

Car constructor

ElectricCarconstructor

Tesla Model 3 start

Tesla Model 3 stop and power down

Tesla Model 3 check battery

## 부모의 생성자가 여러개 + 명시적 호출

```
class Car {
    String model;
    int year;

    Car() { System.out.println("Car()"); }

    Car(String model, int year) {
        this.model= model;
        this.year= year;
        System.out.println("Car(" + model + ", " + year + ")");
    }
}

class ElectricCar extends Car {
    int batteryCapacity;
    ElectricCar() { System.out.println("ECar()"); }

    ElectricCar(String model, int year, int batteryCapacity) {
        super(model, year);
        this.batteryCapacity= batteryCapacity;
        System.out.println("ECar(" + batteryCapacity+ ")");
    }
}

public class Main {
    public static void main(String[] args) {
        ElectricCar tesla = new ElectricCar("Tesla", 2021, 75);
    }
}
```

출력값:

Car(Tesla, 2021)

ECar(75)

만약 super가 없다면?

```
class Car {
    String model;
    int year;

    Car() { System.out.println("Car()"); }

    Car(String model, int year) {
        this.model= model;
        this.year= year;
        System.out.println("Car(" + model + ", " + year + ")");
    }
}

class ElectricCar extends Car {
    int batteryCapacity;
    ElectricCar() { System.out.println("ECar()"); }
    ElectricCar(String model, int year, int batteryCapacity) {
        // super(model, year);
        this.batteryCapacity= batteryCapacity;
        System.out.println("ECar(" + batteryCapacity+ ")");
    }
}

public class Main {
    public static void main(String[] args) {
        ElectricCar tesla = new ElectricCar("Tesla", 2021, 75);
    }
}
```

출력값:

Car()

ECar(75)

부모 위에 또 부모가 있을 때 생성자

```
class Vehicle {
    Vehicle() {
        System.out.println("Veh()");
    }
}

class Car extends Vehicle {
    Car() {
        System.out.println("Car()");
    }
}

class ElectricCar extends Car {
    ElectricCar() {
        System.out.println("ECar()");
    }
}

public class Main {
    public static void main(String[] args) {
        ElectricCar tesla = new ElectricCar();
    }
}
```

출력값:

Veh()

Car()

ECar()

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