

Computer Programming

Lab 7

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유연일(Yeonil Yoo) & 정원일(Wonil Jeong)

Exercise 1

You can download Test.java from eTL.

Implement classes described in the later slides, and check if Test.java runs correctly.

Exercise 1

1. class Life

- a. Fields: int age
- b. Methods: breathe(), eat(), equals()

```
void breathe(){ "A life is breatheing"}
```

```
void eat() { "A life is eatting"}
```

```
boolean equals(){ //Compares with other life object}
```

```
int getAge(){//return age}
```

2. class Bug extends Life

```
void buzz(){ "buzzzzzz"}
```

```
void breathe(){ "A bug is breatheing" } void eat() { //life -> bug }
```

Exercise 1

3. class Fly extends Bug

```
void buzz(){“Aeeeeeeeeng”}  
void breathe(){// just use the method from Bug}
```

4. class Dog extends Life

Field: String ownerName; (Include constructor for this Field)

```
void bark(){“BowWow”}  
void breathe(){//just use the method from Life}  
void eat(){“A dog is eating a food voraciously”}  
String owner(){//returns the name of owner}
```