

Computer Programming

Lab 8

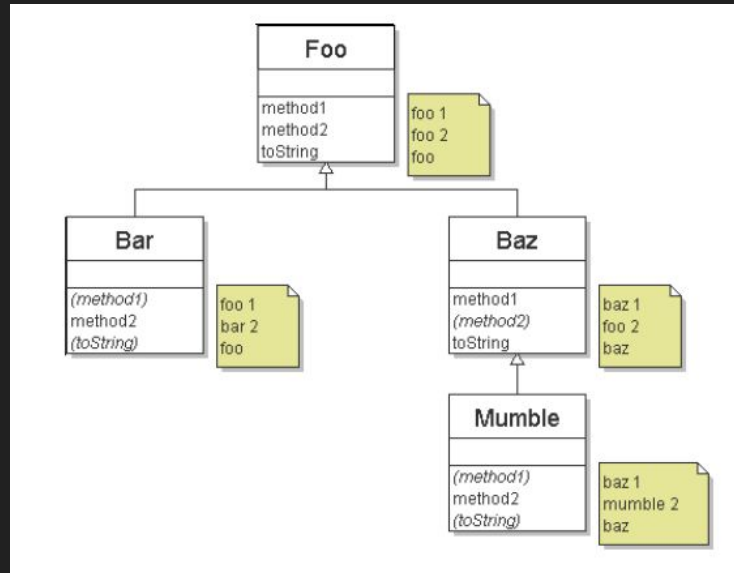
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Inheritance and Interface

- A way to form new classes based on existing classes, taking on their attributes/behavior
- Interface is a list of methods that a class must implement

Problem - inheritance

- Implement these classes



Problem - interface

- implement Circle, Triangle and Rectangle using the interface below

```
interface Shape {  
    double getArea();  
    double getPerimeter();  
}
```

Problem - Optional

- Draw a table like below

1	2	4	7	11
3	5	8	12	16
6	9	13	17	20
10	14	18	21	23
15	19	22	24	25