

INTERMEDIATE MATERIAL

SD Girls Coding Camp 2016

DAY 3

CLASSES

- A class describes the **behaviors** and **states** that an object of its type will have
- Class declarations look like this:

```
modifier class NameOfClass {  
    // class body  
}
```
- The name of the class is typically written with the first letter capitalized
- Class Body: fields, constructor, and methods
- A constructor allows users to create objects of the class and has the same name as the class

INHERITANCE

- Is the process where one class obtains the same methods and fields from another class
- The class that is inheriting is called the subclass or the child
- The class whose properties are inherited is called the superclass or the parent
- To inherit properties use the keyword **extends**
- For example:

```
public class Dog extends Animal {...}
```
- A class can only extend one parent class

PROJECT: OLD McDONALD

Description:

- Have a main with the old McDonald song
- Have types of animals (e.x. pig, chicken, cow, etc.)
extend an animal class
- Each with a different name and sound attributes
- Challenge - do it through overriding other methods

