



**meritance**

**abstract class**

































































































































































































































































































































































































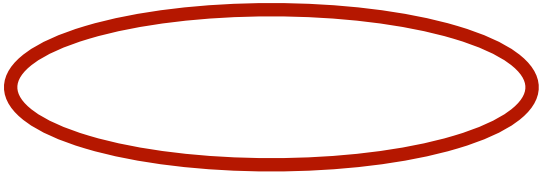


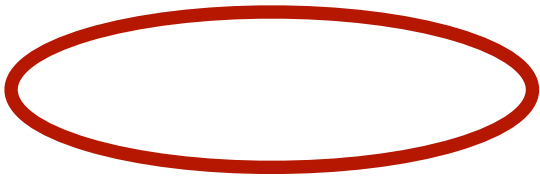












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```
abstract class HotDrinkMaker(val size: Int) {  
    fun prepare(): HotDrink {  
        boilWater()  
        addIngredients()  
        return TODO("infuse hot drink")  
    }  
}
```

```
    abstract fun addIngredients()  
    private fun boilWater(): Unit = TODO()  
}
```

```
class TeaMaker(size: Int) : HotDrinkMaker(size) {  
    override fun addIngredients(): Unit = TODO("add plants")  
}
```

# Inheritance

## abstract classes

```
abstract class HotDrinkMaker(val size: Int) {  
    fun prepare(): HotDrink {  
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        addIngredients()  
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```

Could an interface have private functions?