

⑧ Inheritance:

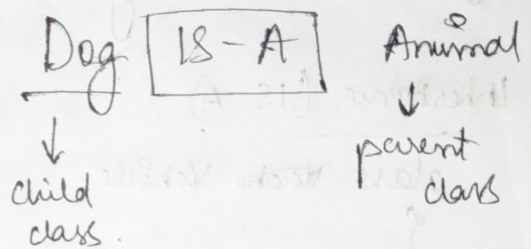
It is Inheriting the properties of parent class into child class or,

Inheritance is the procedure by which one object acquires all the properties and behaviours of parent object.

```

class Animal { parent class,
               super class }
{
    void eat ()
    {
        s.o.p ("I am eating");
    }
}
class Dog extends Animal { child class
                           sub class }
{
    psvm ()
    {
        Dog d2 = new Dog ();
        d2.eat ();
    }
}
    
```

Note:
We achieve inheritance through extends keyword.



⇒ Sparrow [IS-A] Bird

⇒ Car [IS-A] Vehicle

⇒ Surgeon [IS-A] Doctor

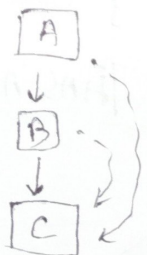
- ① Code reusability
- ② We can achieve polymorphism using inheritance.

Types of Inheritance:

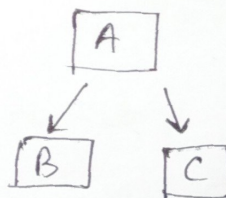
1) Single



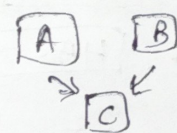
2) Multilevel



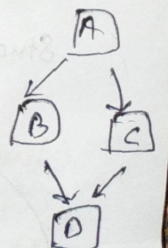
3) Hierarchical



4) Multiple



5) Hybrid



When cannot a class be inherited?

- 1) If ~~parent class~~ child class tries to inherit constructor of parent class then this will throw an error.
- 2) If any method is private in parent class then also it cannot be ~~in~~ inherited.

class A

```
{  
  ...  
}
```

class B

```
{  
  ...  
}
```

Types of Relationship

b/w classes

(IS-A)

Inheritance

Association (HAS-A)

Aggregation

composition

Advantages :

- 1) code reusability.
- 2) cost cutting.
- 3) reduce redundancy.

Inheritance (IS-A)

```
class Vehicle
```

```
{
```

```
}
```

```
class Car extends Vehicle
```

```
{
```

```
}
```

Car IS-A Vehicle

Association (HAS-A) :

```
class Student
```

```
{
```

```
String name;
```

```
int roll no;
```

```
}
```

Student HAS-A name

Student HAS-A

```
class Engine
```

```
{
```

```
}
```

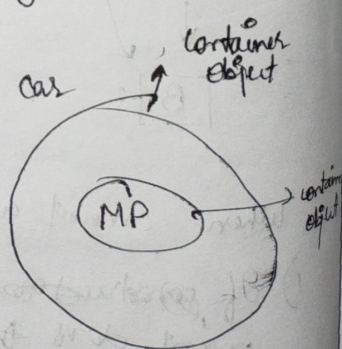
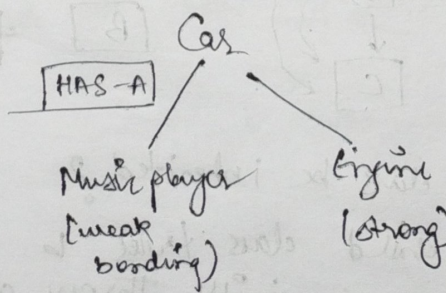
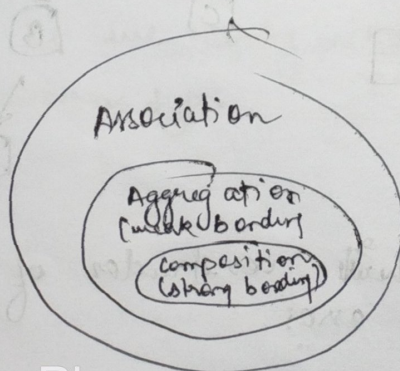
```
class Car has a Engine
```

```
{
```

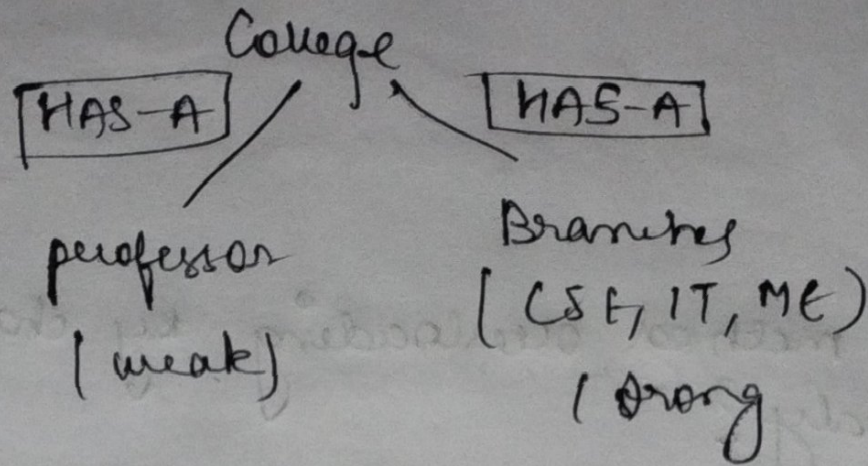
```
Engine e = new Engine();
```

```
}
```

Car HAS-A Engine



~~Colo~~



Relationship B/w classes:

Inheritance (IS-A)

- extends
- blood relation
- tightly coupled

Association (HAS-A)

- ref variable, new
- non blood relation
- not tightly coupled

Aggregation (weak)

Composition (strong)

