

# Inheritance Terminology

CS 272 Software Development

# Relationship Types

- Composition
  - o "has-a" relationship
  - e.g. X has a Y

e.g. Tomatoes have seeds

- Inheritance
  - o "is-a" relationship
  - o e.g. X **is a** Y

e.g. Tomatoes are fruit

# Relationship Examples

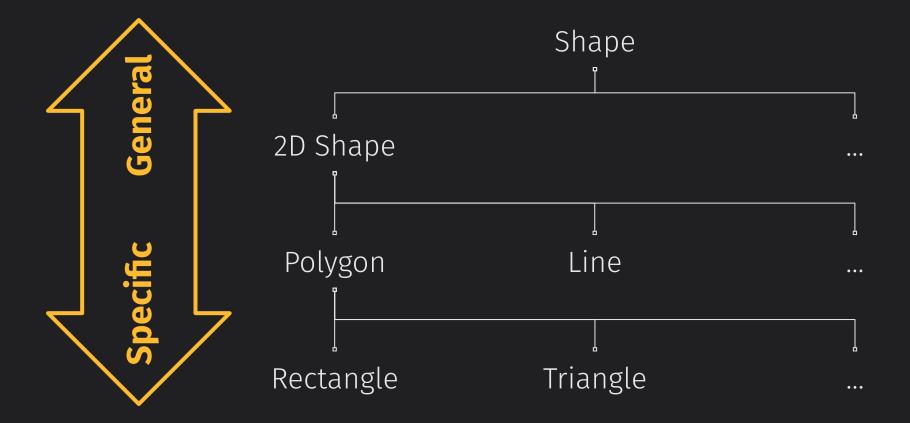
• A rectangle **has-a** width and height

• A rectangle **has-a** area

• A square **is-a** rectangle

A rectangle is-a polygon

• A polygon **is-a** 2D shape



# **Terminology**

### Rectangle is-a Polygon is-a 2D Shape

Polygon is a

direct <u>super</u>class

of Rectangle

• 2D shape is a

indirect superclass

of Rectangle

Rectangle is a

direct <u>sub</u>class

of Polygon

• Rectangle is a

indirect subclass

of 2D Shape

# **Terminology**

#### Rectangle is-a Polygon is-a 2D Shape

Rectangle inherits from Polygon

Polygon inherits from 2D Shape

Rectangle extends Polygon

Polygon extends 2D Shape

### Access

- Rectangle may not access private methods or members in Polygon or 2D Shape
- Rectangle may access public or protected methods or members in Polygon and 2D Shape

### **Behavior**

- Rectangle may override methods in Polygon
- Rectangle may add additional methods not already defined in Polygon

### **Behavior**

- Rectangle may explicitly call the constructor for Polygon using the super() method
- Chain constructors so Rectangle calls Polygon constructor, which calls the 2D Shape constructor

### **Behavior**

- Rectangle eventually inherits from the Object class (explicitly or implicitly)
- Rectangle inherits default toString() and other methods from the Object class

# **Questions?**