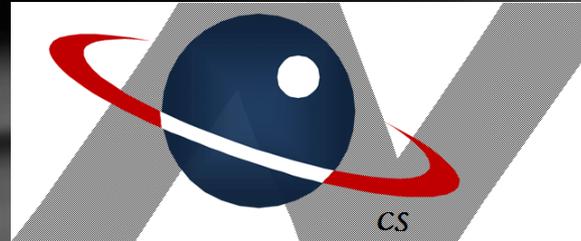


# *O(N) CS LESSONS*

*Lesson 10C – Inheritance*



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# Objectives

- In this lesson we will explore further the concept of **Inheritance** by renaming the previously defined **Student** class as the **Person** class, which will then serve as a super class for a new version of the **Student** class, which will inherit the **Person** class.



# Person class

- First we rename the **Student** class to be a **Person** class, with all the same characteristics, i.e., name, age, etc.
- See the next two slides for that class definition.



# Person class

```
Person.java Tester.java
1 public class Person
2 {
3     private String name;
4     private int age;
5     //Modifiers/mutators
6     public void setName (String n) {
7         name = n;
8     }
9     public void setAge (int a) {
10        age = a;
11    }
12    //Accessor methods
13    public String getName () {
14        return name;
15    }
16    public int getAge () {
17        return age;
18    }
```



# Person class

```
17         return age;
18     }
19     //override toString method
20     public String toString()    {
21         return "Person: "+name+" Age: "+age;
22     }
23     //default constructor
24     public Person() {
25         name = "Joey";
26         age = 18;
27     }
28     //two-parameter constructor
29     public Person(String s, int a)    {
30         name = s;
31         age = a;
32     }
33 }
```



# Person class

- As you can see, it is identical to the previously defined **Student** class, complete with
  - private **name** and **age** fields
  - two constructors (named **Person**)
  - overridden **toString** method (slightly modified)
  - accessors and modifiers



# Tester class

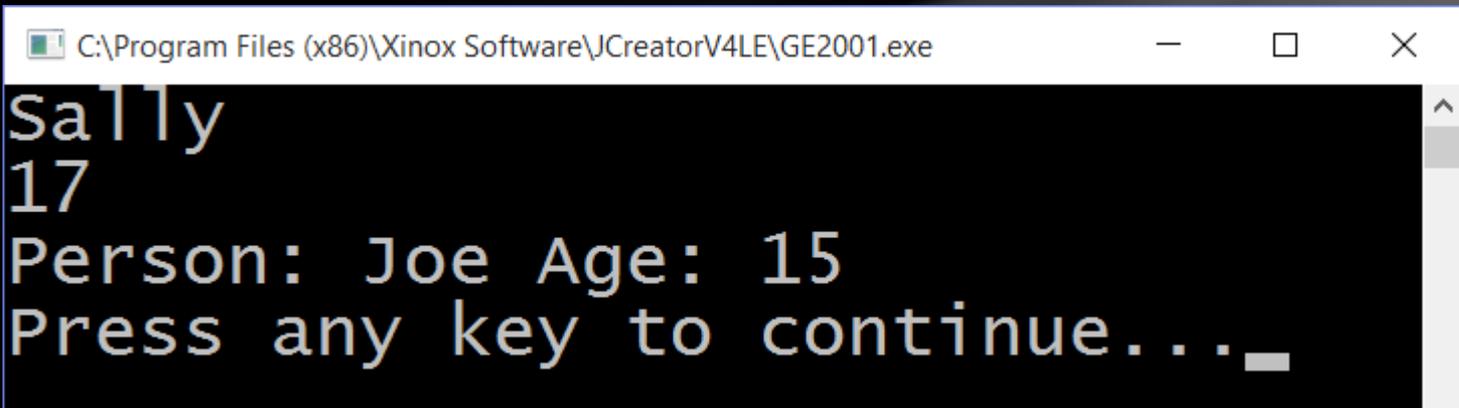
- The **Tester** class is now in its own file, separate from the **Person** class.

```
Person.java Tester.java
1 public class Tester{
2     public static void main(String [] args) {
3         Person me = new Person("Sally",17);
4         System.out.println(me.getName());
5         System.out.println(me.getAge());
6         me.setName("Joe");
7         me.setAge(15);
8         System.out.println(me);
9     }
10 }
```



# Altered `toString` method

- Note in the output the one minor adjustment to the `toString` method, saying the word “`Person`” instead of “`Name`”.



A screenshot of a Windows command prompt window. The title bar shows the file path: C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe. The window contains the following text output:

```
Sally  
17  
Person: Joe Age: 15  
Press any key to continue...
```



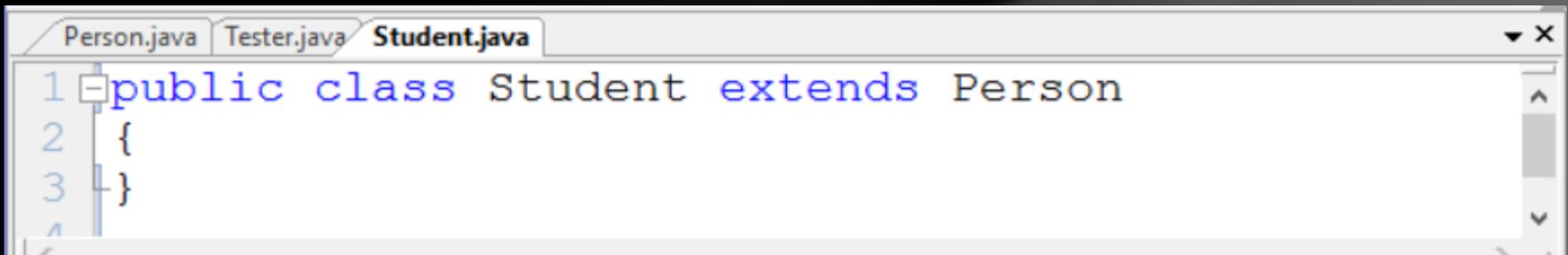
# New **Student** class

- Now we define a new version of the **Student** class, inheriting the **Person** class, and then adding a new field particular to a **Student**, namely their grade **level** in school (K-12).



# New **Student** class

- At first we simply define the **Student** class with the phrase “**extends Person**” to indicate inheritance of the **Person** class.

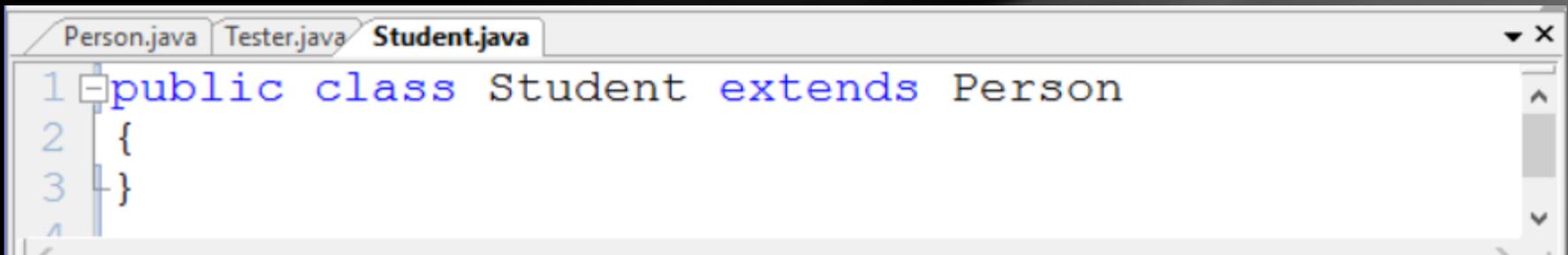


```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3 }
4
```



# New **Student** class

- This means the **Student** now “owns” everything the **Person** class owns, including the **Object** class methods the **Person** class inherited.



```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3 }
4
```



# New **Student** class

- From the **Tester** class, a new **Student** is constructed and output.

```
Person.java Tester.java Student.java
1 public class Tester{
2     public static void main(String [] args) {
3         Student me = new Student();
4         System.out.println(me);
5     }
6 }
```

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Person: Joey Age: 18
Press any key to continue...
```



# New **Student** class

- Note carefully that the **Student** class contains NOTHING except for the header.

```
Person.java Tester.java Student.java
1 public class Tester{
2     public static void main(String [] args) {
3         Student me = new Student();
4         System.out.println(me);
5     }
6 }
```

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Person: Joey Age: 18
Press any key to continue...
```



# New Student class

- How is this output achieved when **NOTHING** is in the **Student** class???

```
Person.java Tester.java Student.java
1 public class Tester{
2     public static void main(String [] args) {
3         Student me = new Student ();
4         System.out.println(me);
5     }
6 }
```

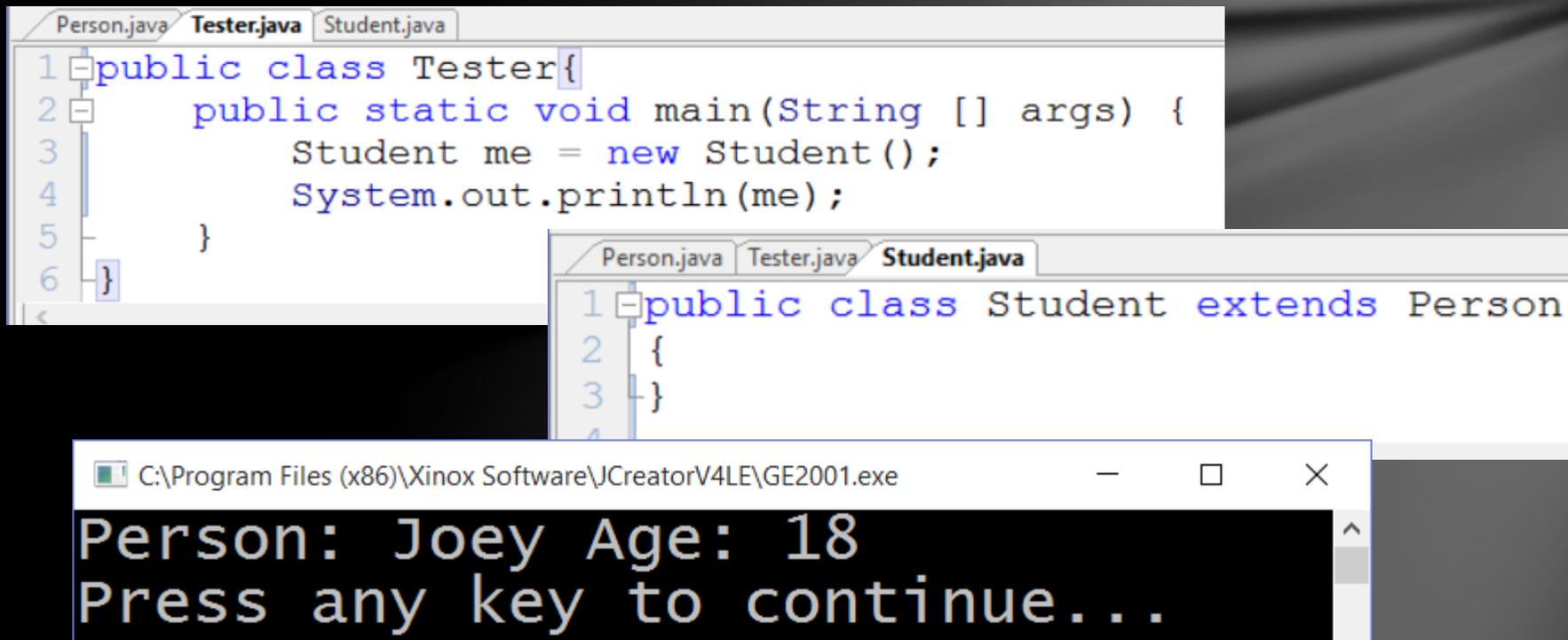
```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Person: Joey Age: 18
Press any key to continue...
```



# New **Student** class

- The answer is simple...the methods of the **Person** class are doing all the work!!!



```
Person.java Tester.java Student.java
1 public class Tester{
2     public static void main(String [] args) {
3         Student me = new Student();
4         System.out.println(me);
5     }
6 }
```

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Person: Joey Age: 18
Press any key to continue...
```



# New **Student** class

- The compiler uses the default constructor of the **Person** class since it found nothing in the **Student** class, but noted that the **Person** class was extended.

```
23 //default constructor
24 public Person() {
25     name = "Joey";
26     age = 18;
27 }
```

C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe

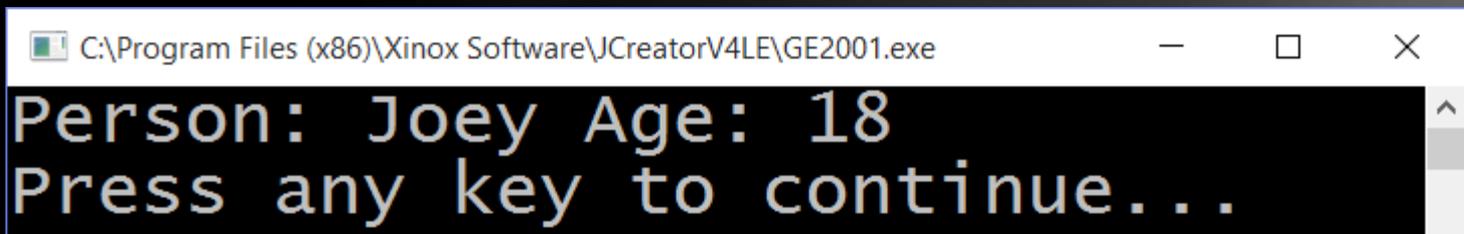
```
Person: Joey Age: 18
Press any key to continue...
```



# New **Student** class

- The compiler also used the **toString** method from the **Person** class since the **Student** class had not **overridden** it.

```
18     }
19     //override toString method
20     public String toString()    {
21         return "Person: "+name+" Age: "+age;
22     }
```



The screenshot shows a window titled "C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe". The window contains a black console area with white text that reads "Person: Joey Age: 18" followed by "Press any key to continue...".



# super.toString()

- Let's **override** the **toString** method in the **Student** class...study it carefully.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         return "Student-"+super.toString();
6     }
7 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Student-Person: Joey Age: 18
Press any key to continue..._
```



# super.toString()

- What's happening here???

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         return "Student-"+super.toString();
6     }
7 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Student-Person: Joey Age: 18
Press any key to continue...
```



# super.toString()

- The word "Student-" is combined with the Person version of the toString method!!

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         return "Student-"+super.toString();
6     }
7 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Student-Person: Joey Age: 18
Press any key to continue...
```



# super.toString()

- The `super.toString()` part refers directly to the `toString` method of the `Person` class.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         return "Student-" + super.toString();
6     }
7 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Student-Person: Joey Age: 18
Press any key to continue...
```



# super.toString()

- Using the word **super** refers to the parent class.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         return "Student-"+super.toString();
6     }
7 }
```

```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Student-Person: Joey Age: 18
Press any key to continue...
```



# Super class data access

- Let's try a different **toString** version.
- Will this work??

```
Person.java  Tester.java  Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5     //     return "Student-"+super.toString();
6         return "Student "+name+" is "
7             +age+" years old.";
8     }
```



# Super class data access

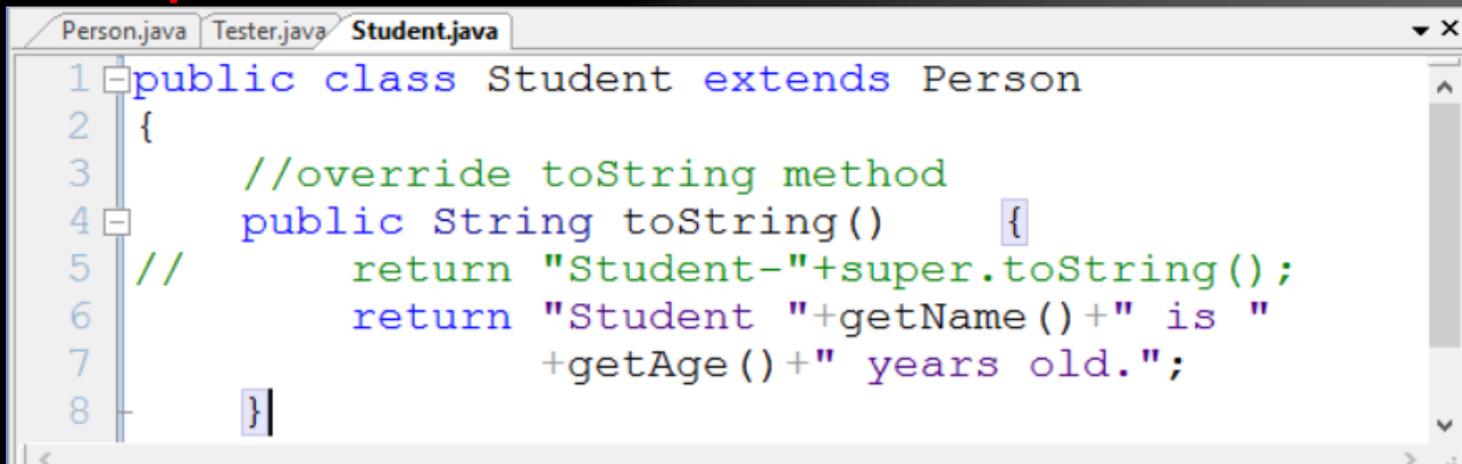


- No, this will not work!!
- Why not??
- Doesn't the **Student** class "own" the **name** and **age** fields??
- Why are there access errors??

Message	Folder	Location
Resource: Student.java		
error: name has private access in Person	C:\Users\John\Desktop\_Tea...	line 6
error: age has private access in Person	C:\Users\John\Desktop\_Tea...	line 7

# Super class data access

- Here's why this will not work.
- Although the **Student** class does indeed "own" the **Parent** class fields, since they are **private**, they must be accessed using the **special access methods**.

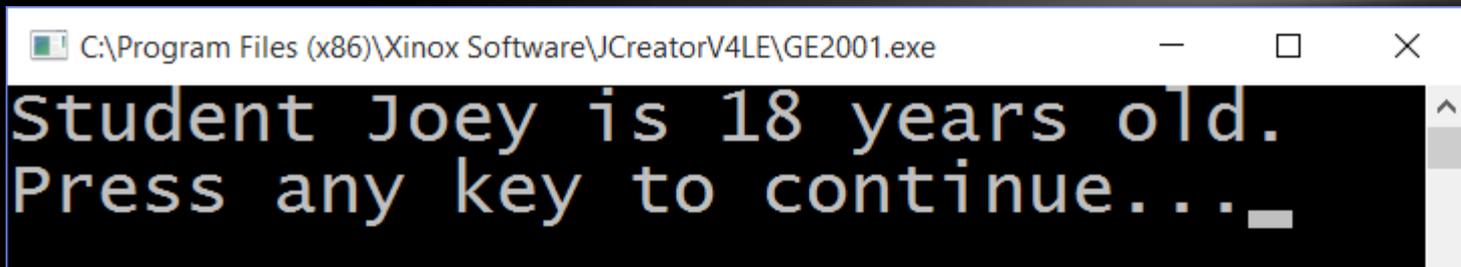


```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         // return "Student-"+super.toString();
6         return "Student "+getName()+" is "
7             +getAge()+" years old.";
8     }
```

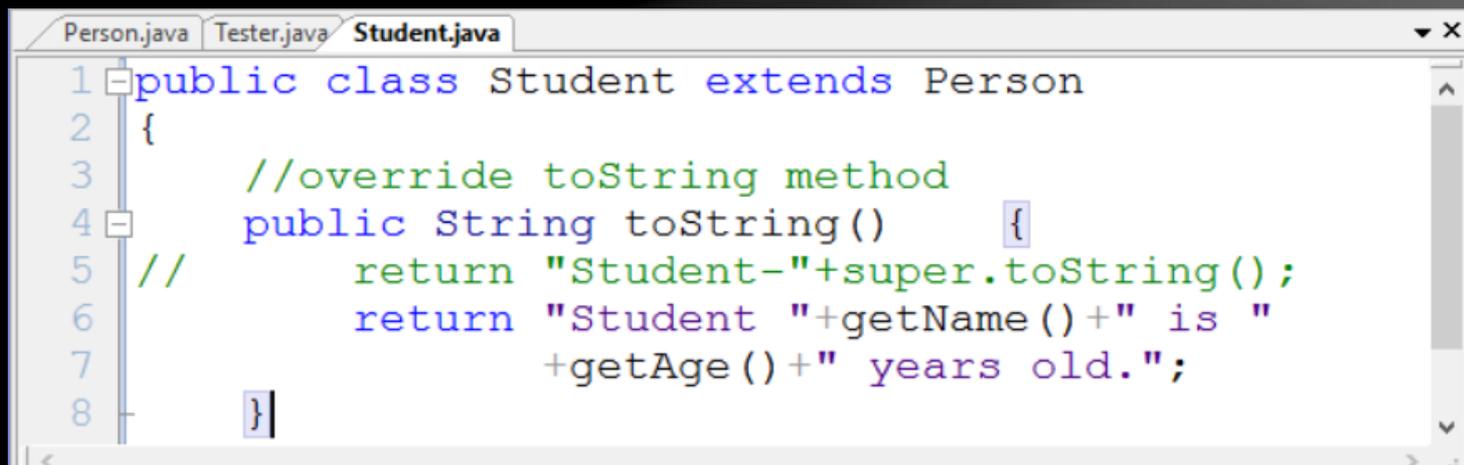


# Super class data access

- Now it works, since the **getName** and **getAge** accessor methods were used.



```
C:\Program Files (x86)\Xinox Software\JCreatorV4LE\GE2001.exe
Student Joey is 18 years old.
Press any key to continue...
```



```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     //override toString method
4     public String toString() {
5         // return "Student-"+super.toString();
6         return "Student "+getName()+" is "
7             +getAge()+" years old.";
8     }
```



# Sub class data field

- Let's add a new field to the **Student** class and adjust the **toString** method.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     int gradeLevel;
4     //override toString method
5     public String toString(){
6         // return "Student-"+super.toString();
7         return "Student "+getName()+" is "
8             +getAge()+" years old "
9             +"\nand is in grade "+gradeLevel+".";
10    }
11 }
```

```
Student Joey is 18 years old
and is in grade 0.
Press any key to continue..._
```



# Sub class data field

- This works OK, but the output does not make sense. Why??

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     int gradeLevel;
4     //override toString method
5     public String toString(){
6         // return "Student-"+super.toString();
7         return "Student "+getName()+" is "
8             +getAge()+" years old "
9             +"\nand is in grade "+gradeLevel+ ".";
10    }
11 }
```

```
Student Joey is 18 years old
and is in grade 0.
Press any key to continue..._
```



# Sub class data field

- First of all, since **gradeLevel** is a direct member of **Student**, an accessor method is not required.

```
3     int gradeLevel;  
4     //override toString method  
5     public String toString(){  
6         //     return "Student-"+super.toString();  
7         return "Student "+getName()+" is "  
8             +getAge()+" years old "  
9             +"\nand is in grade "+gradeLevel+".";   
10    }  
11 }
```

```
Student Joey is 18 years old  
and is in grade 0.  
Press any key to continue..._
```



# Sub class data field

- Secondly, the value of **gradeLevel** is not appropriate for a default value, given the fact that Joey is 18 years old.

```
3     int gradeLevel;
4     //override toString method
5     public String toString(){
6     //         return "Student-"+super.toString();
7         return "Student "+getName()+" is "
8             +getAge()+" years old "
9             +"\nand is in grade "+gradeLevel+ ".";
10    }
11 }
```

```
Student Joey is 18 years old
and is in grade 0.
Press any key to continue..._
```



# Sub class default constructor

- To solve this we revise the **default constructor**, not in the **Person** class, but rather in the **Student** class, as shown below.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     int gradeLevel;
4     //default constructor
5     public Student() {
6         super();
7         gradeLevel = 12;
8     }
```

```
Student Joey is 18 years old
and is in grade 12.
Press any key to continue...
```



# Sub class default constructor

- This is another example of **over-riding**, a feature of **polymorphism**.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     int gradeLevel;
4     //default constructor
5     public Student() {
6         super();
7         gradeLevel = 12;
8     }
```

```
Student Joey is 18 years old
and is in grade 12.
Press any key to continue...
```



# Sub class default constructor

- When a class inherits a super class, the first statement in the default constructor **MUST** be `super()`, which in this case means, *"first construct a **Person** object, then do more related to the **Student** object"*.

```
4 //default constructor
5 public Student() {
6     super();
7     gradeLevel = 12;
8 }
```

```
Student Joey is 18 years old
and is in grade 12.
Press any key to continue...
```



# Sub class default constructor

- Now the output makes more sense, given the fact that Joey, being 18 years old, is in grade 12.

```
Person.java Tester.java Student.java
1 public class Student extends Person
2 {
3     int gradeLevel;
4     //default constructor
5     public Student() {
6         super();
7         gradeLevel = 12;
8     }
```

```
Student Joey is 18 years old
and is in grade 12.
Press any key to continue...
```



# Sub class overloaded constructor

- What about overriding the two-parameter constructor?

- Let's do it!

```
Person.java Tester.java Student.java
28 //two-parameter constructor
29 public Person(String s, int a) {
30     name = s;
31     age = a;
32 }
33 }
```

- Above is the **Person** version, which requires two parameters.
- What does the **Student** version look like?



# Sub class overloaded constructor

- It looks like this.

```
erson.java Tester.java Student.java
public class Tester{
    public static void main(String [] args) {
        Student me = new Student("Sam",15,9);
        System.out.println(me);
    }
}
```

```
Tester.java Student.java
//three-parameter constructor
public Student(String s, int a, int g) {
    super(s, a);
    gradeLevel = g;
}
```

```
Student Sam is 15 years old
and is in grade 9.
Press any key to continue..._
```



# Sub class overloaded constructor

- Since the **Student** class actually owns three instance fields, all three need to be assigned default values.

```
Tester.java Student.java
//three-parameter constructor
public Student(String s, int a, int g) {
    super(s, a);
    gradeLevel = g;
}
Student Sam is 15 years old
and is in grade 9.
Press any key to continue...
```



# Sub class overloaded constructor

- The first statement is a call to the **Person** two-parameter constructor, and then the **gradeLevel** field is assigned.

```
Tester.java Student.java
//three-parameter constructor
public Student(String s, int a, int g) {
    super(s, a);
    gradeLevel = g;
}
Student Sam is 15 years old
and is in grade 9.
Press any key to continue...
```



# Accessor for sub class data field

- The final step in this class definition is to define the accessor and modifier method for the **Student gradeLevel** field.

```
Person.java Tester.java Student.java
14 public void setGradeLevel(int g) {
15     gradeLevel = g;
16 }
17 public int getGradeLevel() {
18     return gradeLevel;
19 }
```



# Parent class variable issues

- Now, let's do some testing.
- This works just fine.

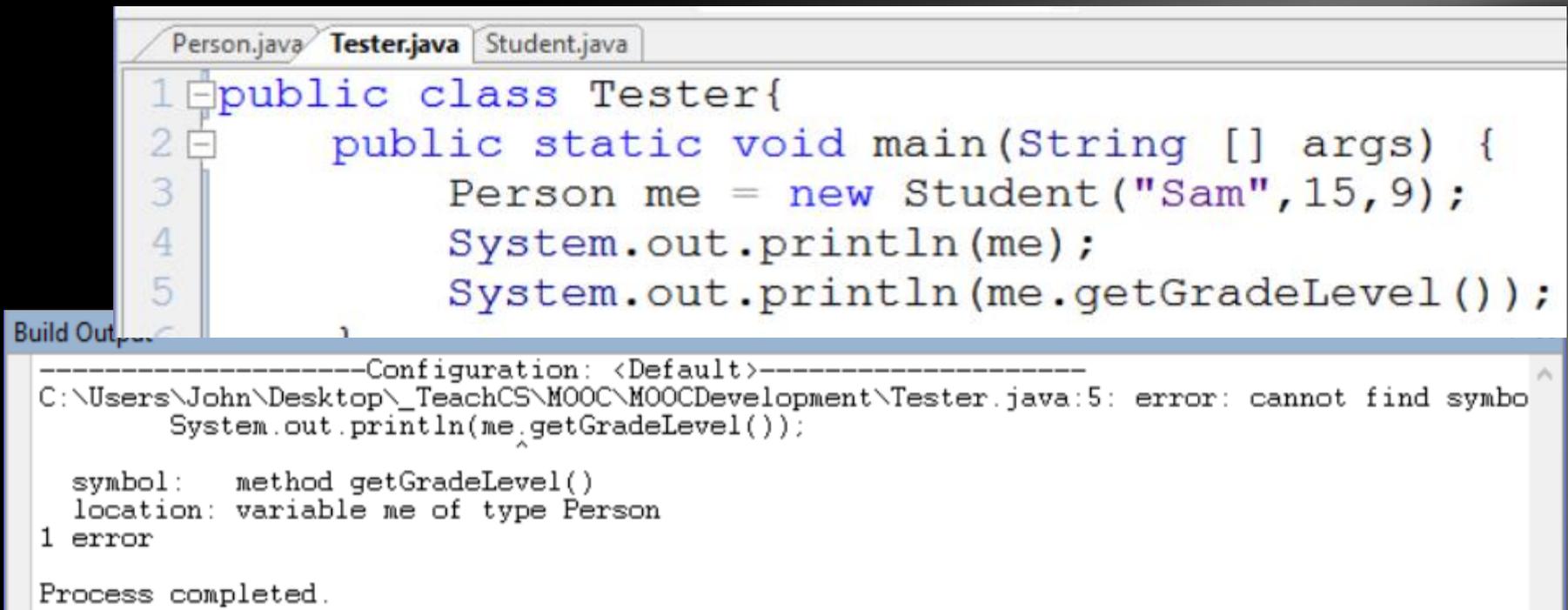
```
Person.java Tester.java Student.java
1 public class Tester{
2     public static void main(String [] args) {
3         Student me = new Student("Sam",15,9);
4         System.out.println(me);
5         System.out.println(me.getGradeLevel());
6     }
7 }
```

```
Student Sam is 15 years old
and is in grade 9.
9
Press any key to continue..._
```



# Parent class variable issues

- This doesn't. Why not??
- Look carefully. Something has changed.



The screenshot shows an IDE window with three tabs: Person.java, Tester.java, and Student.java. The Tester.java tab is active, displaying the following code:

```
1 public class Tester{
2     public static void main(String [] args) {
3         Person me = new Student("Sam",15,9);
4         System.out.println(me);
5         System.out.println(me.getGradeLevel());
6     }
7 }
```

Below the code, the Build Output window shows the following error message:

```
-----Configuration: <Default>-----
C:\Users\John\Desktop\_TeachCS\MOOC\MOOCDevelopment\Tester.java:5: error: cannot find symbol
    System.out.println(me.getGradeLevel());
                        ^
symbol:   method getGradeLevel()
location: variable me of type Person
1 error

Process completed.
```



# Parent class variable issues

- Did you spot it?
- The object variable is now a **Person**, even though the object is still a **Student**.

```
3      Person me = new Student("Sam", 15, 9);
4      System.out.println(me);
5      System.out.println(me.getGradeLevel());
```

```
Build Output
-----Configuration: <Default>-----
C:\Users\John\Desktop\_TeachCS\MOOC\MOOCDevelopment\Tester.java:5: error: cannot find symbol
    System.out.println(me.getGradeLevel());
                          ^
symbol:   method getGradeLevel()
location: variable me of type Person
1 error

Process completed.
```



# Parent class variable issues

- Why is that a problem?
- Because **gradeLevel** is not a method directly known to the **Person** class.
- It is strictly a **Student** class method.

```
5      System.out.println(me.getGradeLevel());
```

Build Output

```
-----Configuration: <Default>-----  
C:\Users\John\Desktop\_TeachCS\MOOC\MOOCDevelopment\Tester.java:5: error: cannot find symbol  
    System.out.println(me.getGradeLevel());  
                        ^  
symbol:   method getGradeLevel()  
location: variable me of type Person  
1 error  
  
Process completed.
```



# Parent class variable issues

```
Person me = new Student("Sam", 15, 9);
```

- Generally speaking, when you declare a super class variable (**Person**, in this case), and refer to a sub class object (**Student**, in this case), you can only access methods and data provided by the super class through that variable.



# Parent class variable issues

- Anything the child class develops in addition to the inherited features are not known by or available to the parent class.
- In this case, the **Person** class does not know about the **gradeLevel** data field or accessor methods, causing an access error.



# Parent class variable issues

- To access **gradeLevel**, you must use a **Student** variable to reference the **Student** object.

```
Person.java Tester.java Student.java
1 public class Tester{
2     public static void main(String [] args) {
3         Student me = new Student("Sam",15,9);
4         System.out.println(me);
5         System.out.println(me.getGradeLevel());
6     }
7 }
```



# Parent class variable issues

- A parent class variable can refer to a child class, but only has direct knowledge of the features it has provided, including any methods that have been over-ridden.
- In this case, the **name** and **age** fields and the **toString** method are the only elements the **Person** class variable can access.



# Parent class variable issues

- However, for any over-ridden methods, since the parent knows those methods exist, the compiler will use the sub-class version and not the original version provided by the parent.
- In this case, the more specific version of the **toString** method is used, even if **over-ridden** in the **Student** class.



# Lesson Summary

- In this lesson, you learned more about **Inheritance**, dealing specifically with issues of access between the super and sub classes related to inherited data and access methods, as well as new sub class data and access methods.



# Lab

- Expanding on the example provided in this lesson, add another field to the **Student** class called **honors**, indicating whether or not the student is an honors level student (this will be of type boolean, whose default value is false).



# Lab

- Make all necessary adjustments and test the program accordingly, following the same process as was used when adding the `gradeLevel` field throughout this lesson.



# Lab

- Specific tasks:
  - Define the **honors** field
  - Define access methods for the **honors** field
  - Adjust the **toString** method
  - Adjust all constructors (default and overloaded)
  - Test all new aspects along the way



# CONGRATULATIONS!

- Now you know how to develop a sub class with additional features beyond those inherited from the super class.
- You are also aware of access issues involving the super and sub classes.



# CONGRATULATIONS!

- In the next lesson we will expand the **Student** class to include a **Course** object as a data item, introducing the idea of **Composition**.



# Thanks, and have fun!



To order supplementary materials for all the lessons in this series, including lesson examples, lab solutions, quizzes, tests, and unit reviews, visit the [O\(N\)CS Lessons](#) website, or contact me at

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[captainjbo@gmail.com](mailto:captainjbo@gmail.com)

