

CS150 - Inheritance (Ch 9)

Note Title

3/23/2012

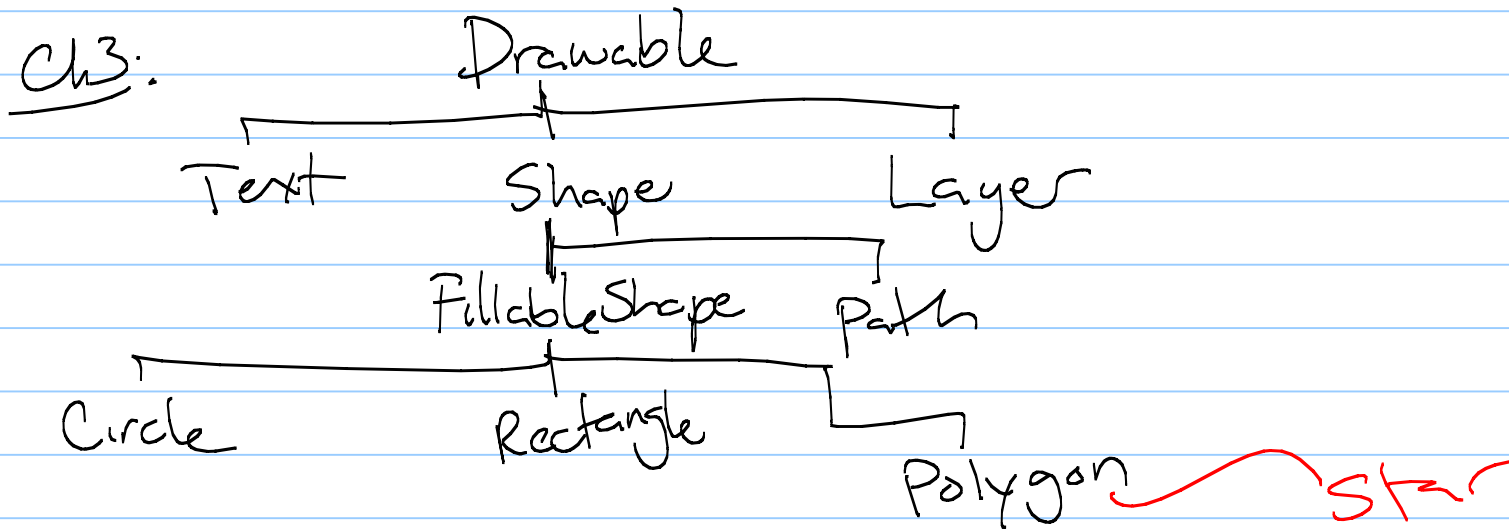
Announcements

- HW due Saturday (not today)

CS1 graphics example

CS1 graphics has a lot of useful objects, but clearly, a programmer might want to include more.

So we can use inheritance here, too!



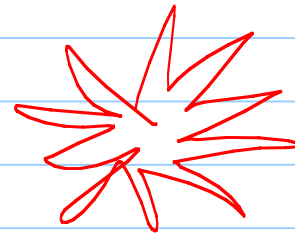
Example: Star Class

- Which class should we inherit from?

(is-a versus has-a)

Ex: medal = Star(5)
paper.add(medal)

← # of points



Example: Car

- Not really a shape
- So where to put it?

Layer
|
Car

Functions: setColor

Alternative for car:

- Inherit directly from Drawable.
- A bit more complex, but same concept.

Note: Need to code an `_draw` function!