

## *Java By Abstraction - Companion Notes*

### **Topic 10 – Inheritance**

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CSE 1720, Winter 2010, Version 1.0, Prepared by: M. Baljko

*corresponding to Chapter 9 of JBA*

- **All 6 of the Learning Objectives on p. 331 are important; we will discuss Generics more in the Collections topic**

Section 9.1, 9.2.1, 9.2.2, 9.2.3; JD 9.1

#### **Examples 9.1-9.7**

- absolutely key; type in all of the code examples and run them; think about each one until you understand. Come to office hours if you do not!
- The point made in JD 9.1 is a good one; you should know this

Section 9.2.4 – Abstract Classes

- we did not cover this section explicitly in lecture, but the code in Assignment #3 makes use of the Sprite abstract class. Read this section in order to gain background on the assignment code.

Section 9.3.1 – Obligatory Inheritance

- read this section – this provides the background material to points that were made in lecture
- type in the code regarding the “getClass()” method and run for yourself.

Section 9.3.2 – Object Serialization

- you may read this if time and interest permits; your top priority is with the other sections

Section 9.3.3 – Generics

- read this and we will cover this material as part of Topic 11 Collections