CS150 - Inheritance (Ch 9)

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!

Ch3: Drawable
    Text    Shape    Layer
    FillableShape    Path
    Circle    Rectangle    Polygon    Star
Example: Star Class

- Which class should we inherit from?

(is-a versus has-a)

Ex: medal = Star(55) # of points

class paper add (medal)
Example: Car

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

Layer

    Car

Functions: set Color
Alternative for car:

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

Note: Need to code an _draw function.