

Inheritance – The process in which a new class is derived from an existing one.

Class – Establishes the behaviors and attributes of an object but reserves no memory space for these attributes.

Object – Actual embodiment/instance of the class.

# Pros

1. Reuse of existing software
2. Development is a lot faster, cheaper and easier
3. Capitalize on the effort that went into designing and testing of existing code
4. Easier to maintain in long term

Animals

```
graph TD; Animals --> Vertebrates; Animals --> Invertebrates; Vertebrates --> Warm-blooded; Vertebrates --> Cold-blooded; Warm-blooded --> Mammal; Warm-blooded --> Bird; Warm-blooded --> Fish;
```

Vertebrates

Invertebrates

Warm-blooded

Cold-blooded

Mammal

- Have hair
- Bear live off spring
- Four limbs

Bird

- Feathers
- Lay eggs
- Two legs and two wings

Fish

- Gills
- Lay eggs
- Live in water
- Fins

# Recap and Quiz

- Inheritance – The process in which a new class is derived from an existing one.
- Quiz
  - Write a class “WarmBlooded” which inherits from Vertebrate.
  - Write a toString() method to explain overriding and use of super keyword.
  - Declare an object “Dolphin” which is “WarmBlooded” in the zoo class

# Answer

```
package com.zoo.model;

public class WarmBlooded extends Vertebrate {

    private int normalBodyTemp; // in Celsius

    public WarmBlooded(String scientificName, String habitat,
        float backboneLength, boolean hasEggs, int normalBodyTemp) {
        super(scientificName, habitat, backboneLength, hasEggs);
        this.normalBodyTemp = normalBodyTemp;
    }

    public WarmBlooded(String scientificName, float backboneLength,
        boolean hasEggs, int normalBodyTemp) {
        super(scientificName, backboneLength, hasEggs);
        this.normalBodyTemp = normalBodyTemp;
    }

    public String toString() {
        return super.toString() + "Normal Body Temp (Celcius): "
            + getNormalBodyTemp() + "\n";
    }

    protected int getNormalBodyTemp() {
        return normalBodyTemp;
    }

    public void setNormalBodyTemp(int normalBodyTemp) {
        this.normalBodyTemp = normalBodyTemp;
    }
}
```

# Answer

```
WarmBlooded.jav  Mammal.java  Fish.java  Zoo.java  »_3  Console  »_3
```

```
1 package com.zoo.controller;
2
3 import com.zoo.model.WarmBlooded;
4
5 public class Zoo {
6
7     public static void main(String args[]) {
8
9         // Quiz/Test Code
10        WarmBlooded Dolphin = new WarmBlooded("Delphinidae", "Water", 2f,
11            false, 37);
12        System.out.println(Dolphin.toString());
13
14    }
15 }
16
```

```
<terminated> Zoo [Java Application] /Library
Scientific Name: Delphinidae
Habitat: Water
Backbone Length (Meters): 2.0
Has Eggs: false
Normal Body Temp (Celcius): 37
```

Download the example of application  
Zoo from this link to practice further:

<http://bit.ly/1V5m0EL>