

Lesson 8: Inheritance

Object-Oriented Programming Concept Map

What is object-oriented programming?

Create a concept map that illustrates the concepts and their relationships in response to this prompt.

Video Notes: Inheritance

What is the relationship between `ClubOfficer` and `ClubMember`?

Annotate this line of code using the vocabulary from the video.

```
public class ClubOfficer extends ClubMember
```

Inheritance

Term	Definition	Example / Picture / Code
inheritance		
superclass		
subclass		

Writing a Subclass

Our Java programs now consist of two types of classes.

Dog.java

```
public class Dog extends Pet {  
  
}
```

The class that _____
an object and contains its
_____ and _____.

Runner.java

```
public class Runner {  
    public static void main(String[] args) {  
  
    }  
}
```

The _____ class, which is the
class that contains the
_____ and from
where the program starts _____.

What happened when you called **Painter** class methods? Why do you think this happened?

Reflection

Question of the Day: Why would I use inheritance?

Think of a board game, card game, or video game that you play. How could an element of your game be represented by a class? What elements could be represented with subclasses?