

Inheritance

Ofwel: overnemen van eigenschappen.

Dog

bark()
eat()
sleep()

Cat

climb()
eat()
sleep()

Duplicate code!

Dog

```
bark()  
eat()  
sleep()
```

Cat

```
climb()  
eat()  
sleep()
```

Duplicate code... is dat erg?

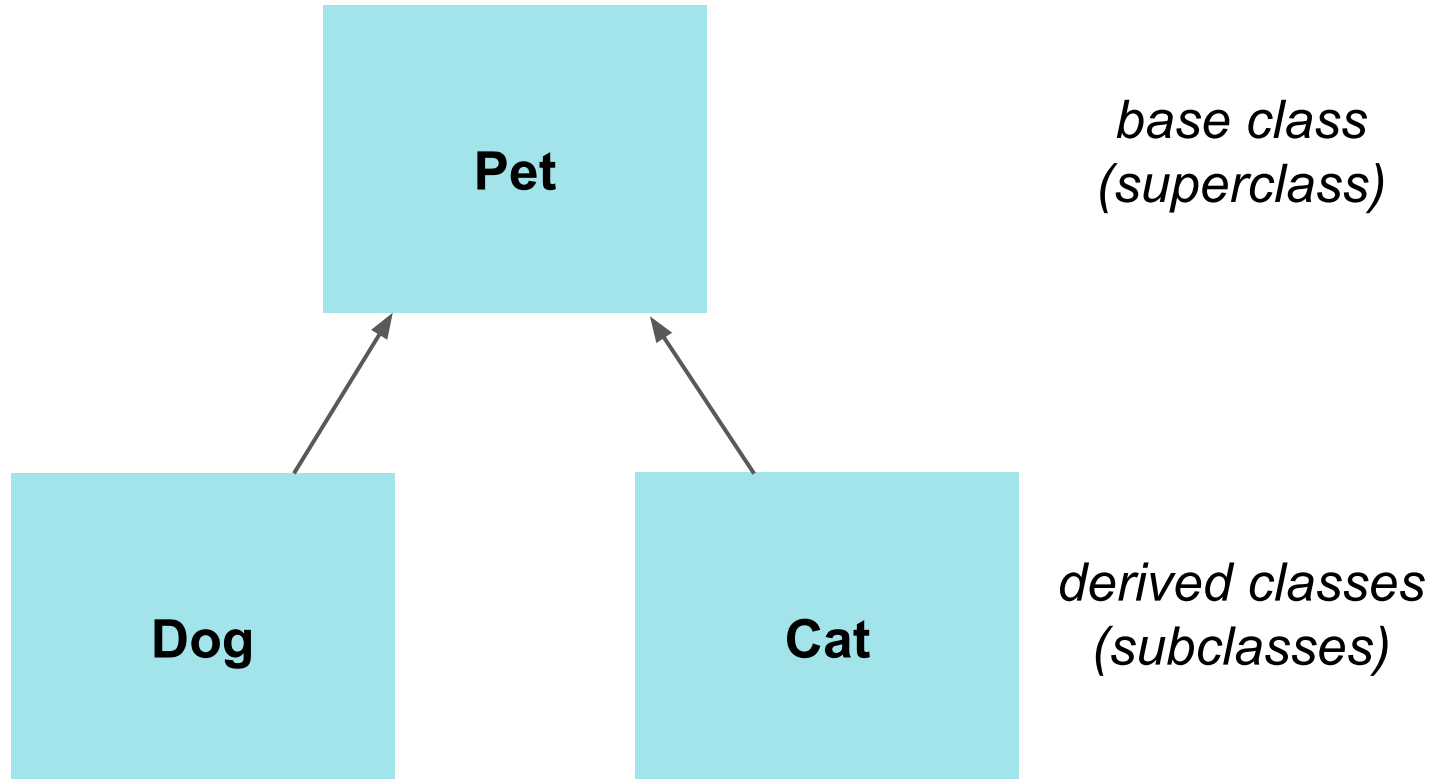
Dog

```
bark()  
eat()  
sleep()
```

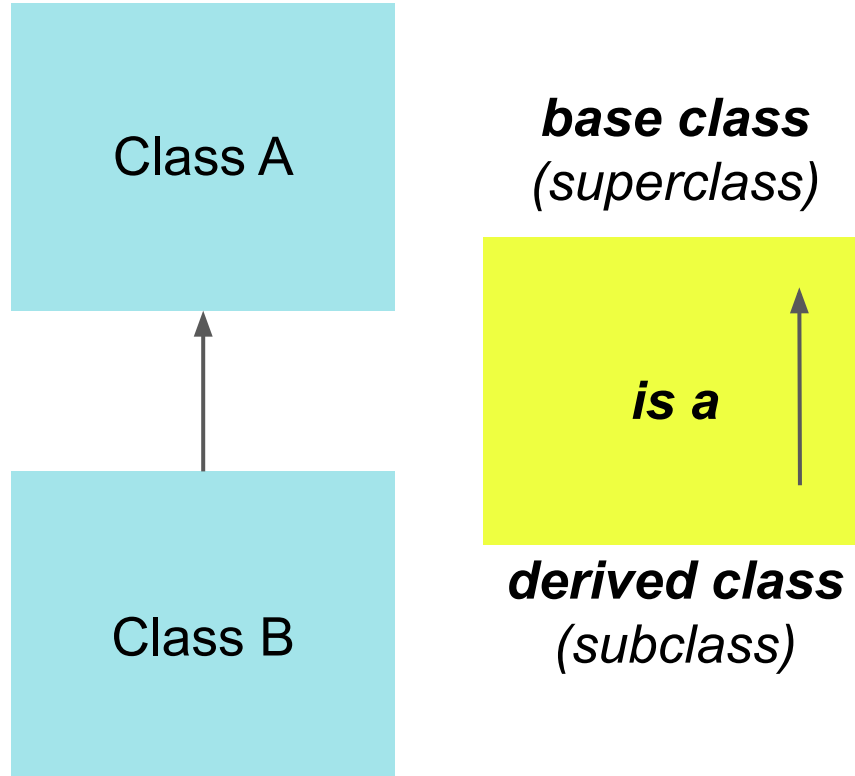
Cat

```
climb()  
eat()  
sleep()
```

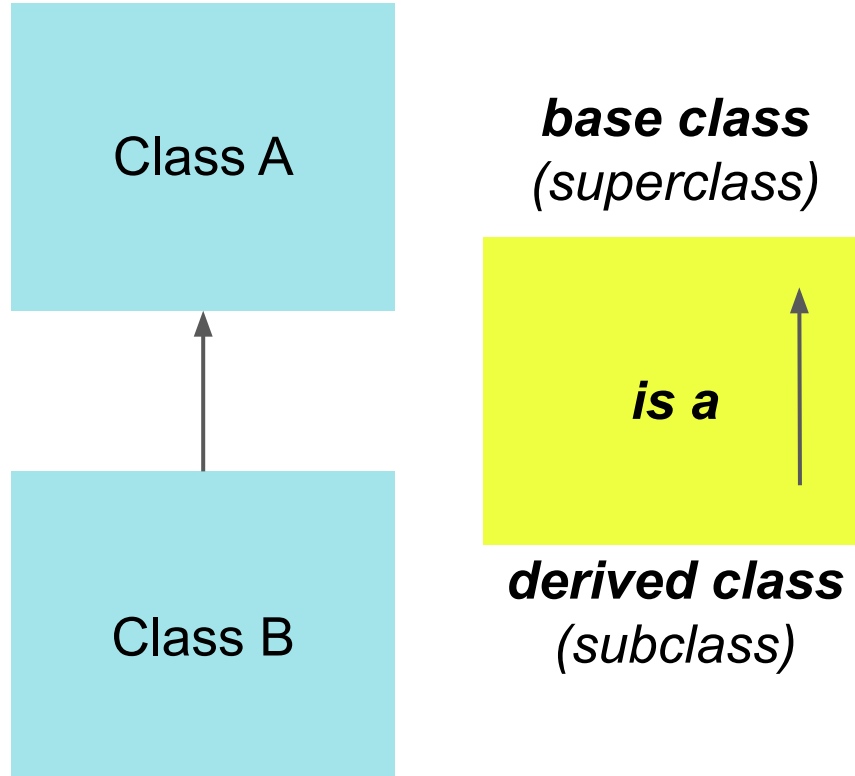
Inheritance



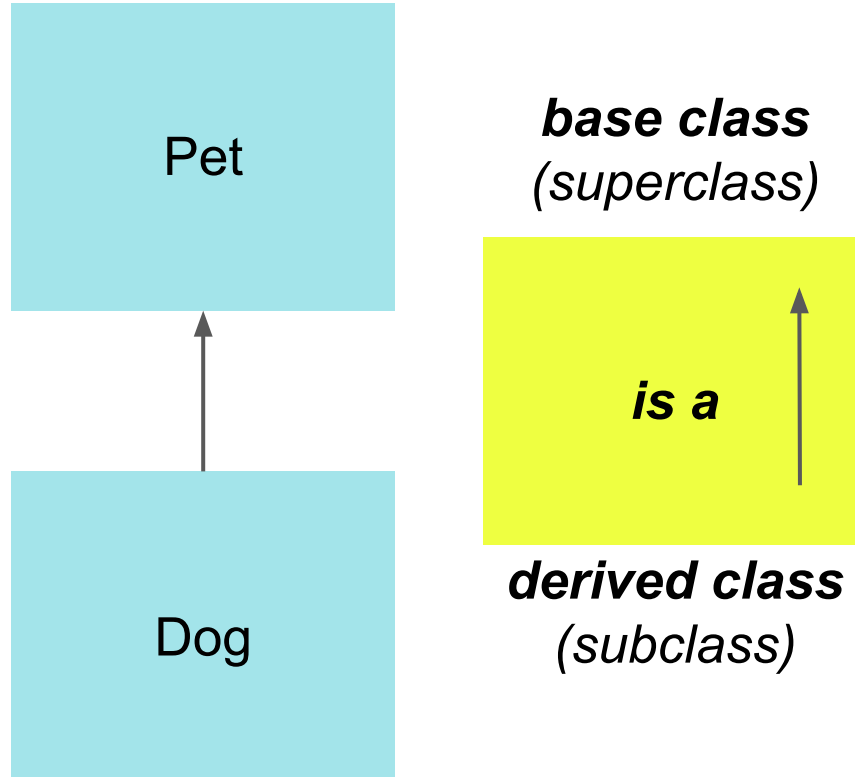
Inheritance



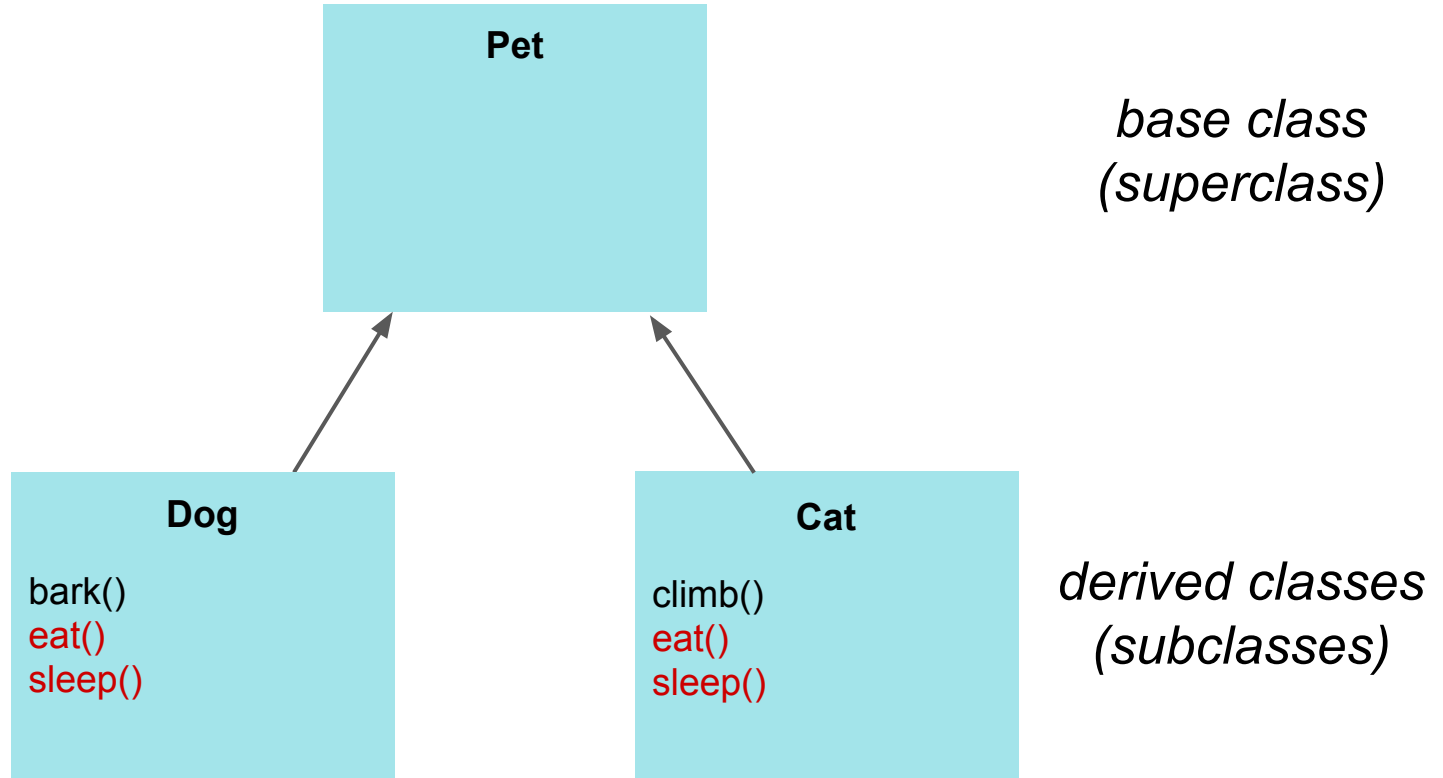
Waarom staat die pijl naar boven en niet naar beneden gericht?



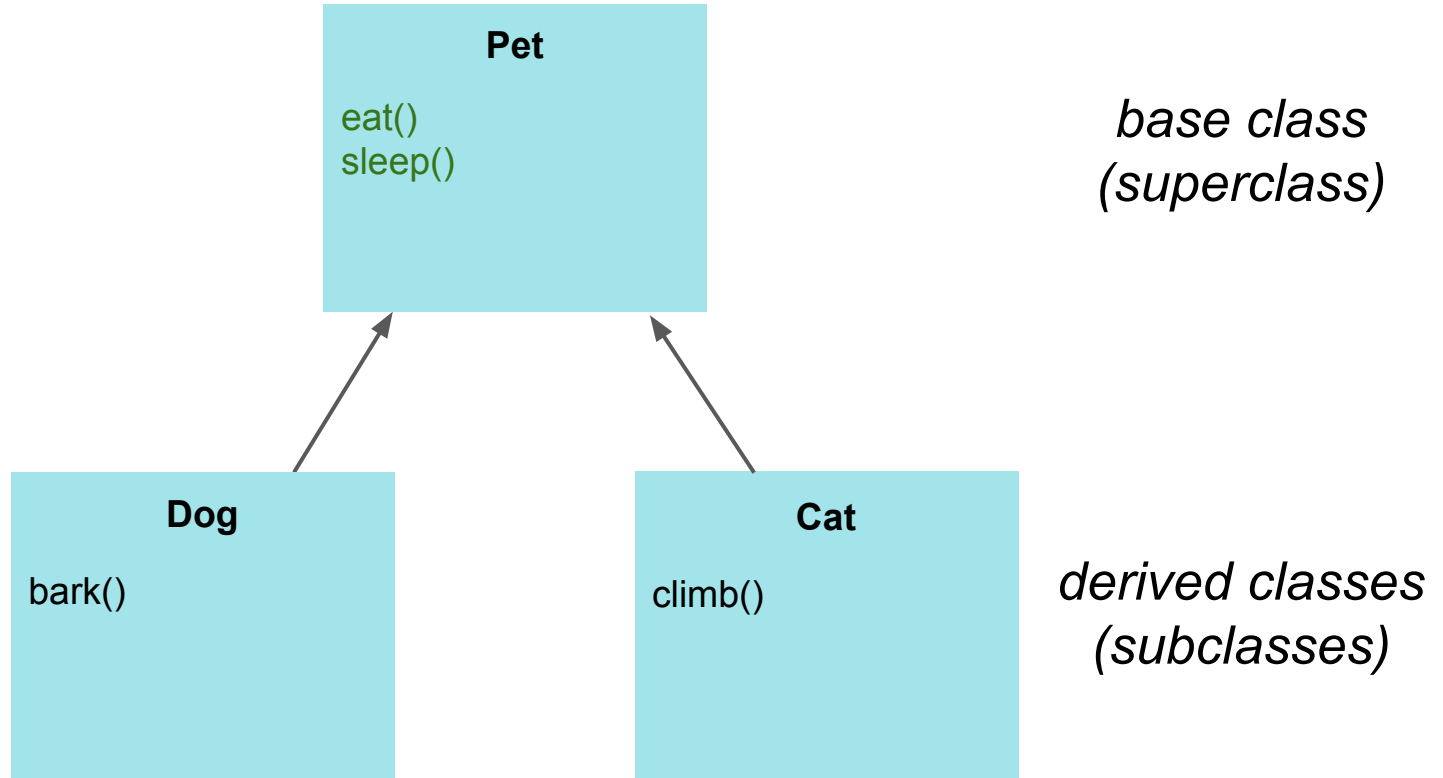
Inheritance



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Inheritance

Verzamel zo veel mogelijk sets aan base en derived classes.

Duid de relatie tussen classes onderling aan met "is a" en "has a".

Extra
Voeg extra fields toe

Pet



has a

int age

name

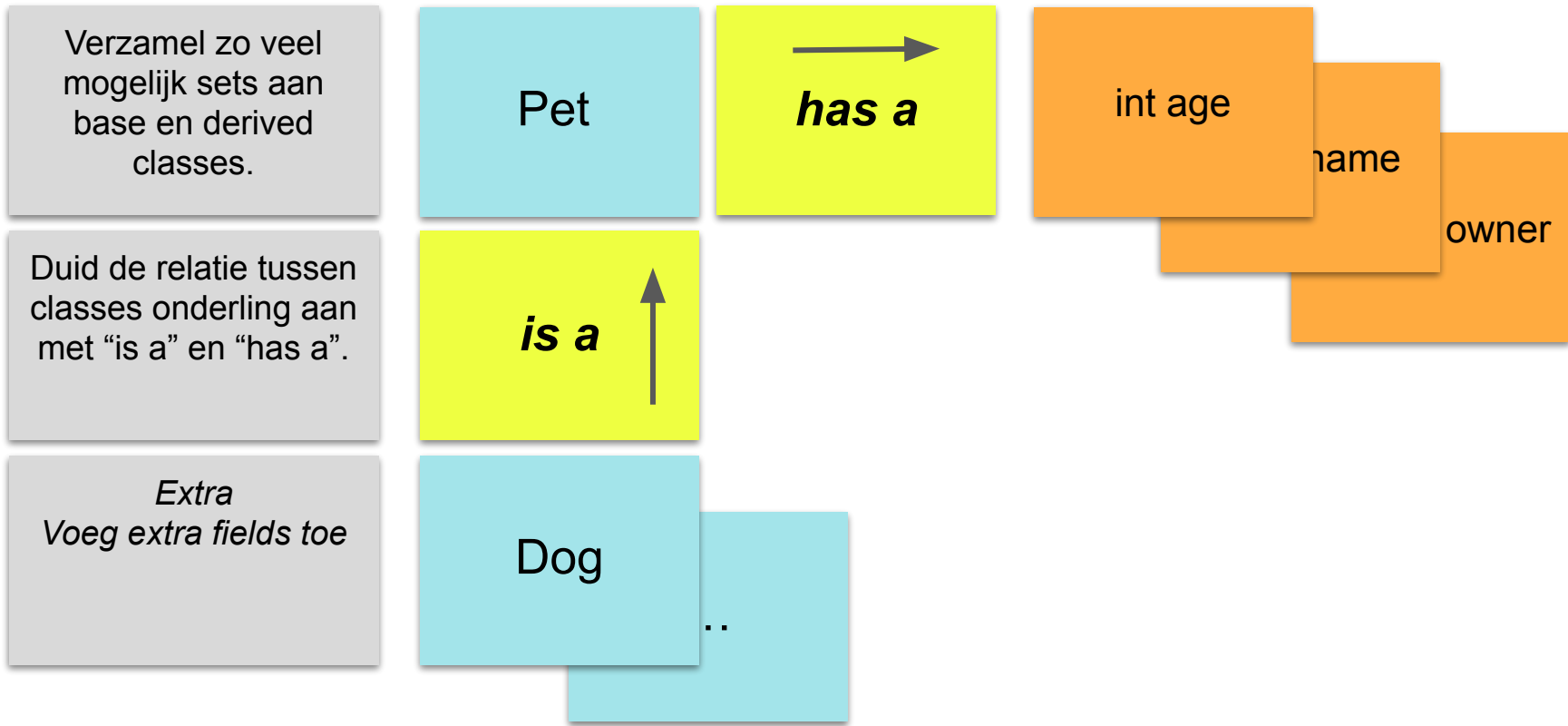
owner

is a



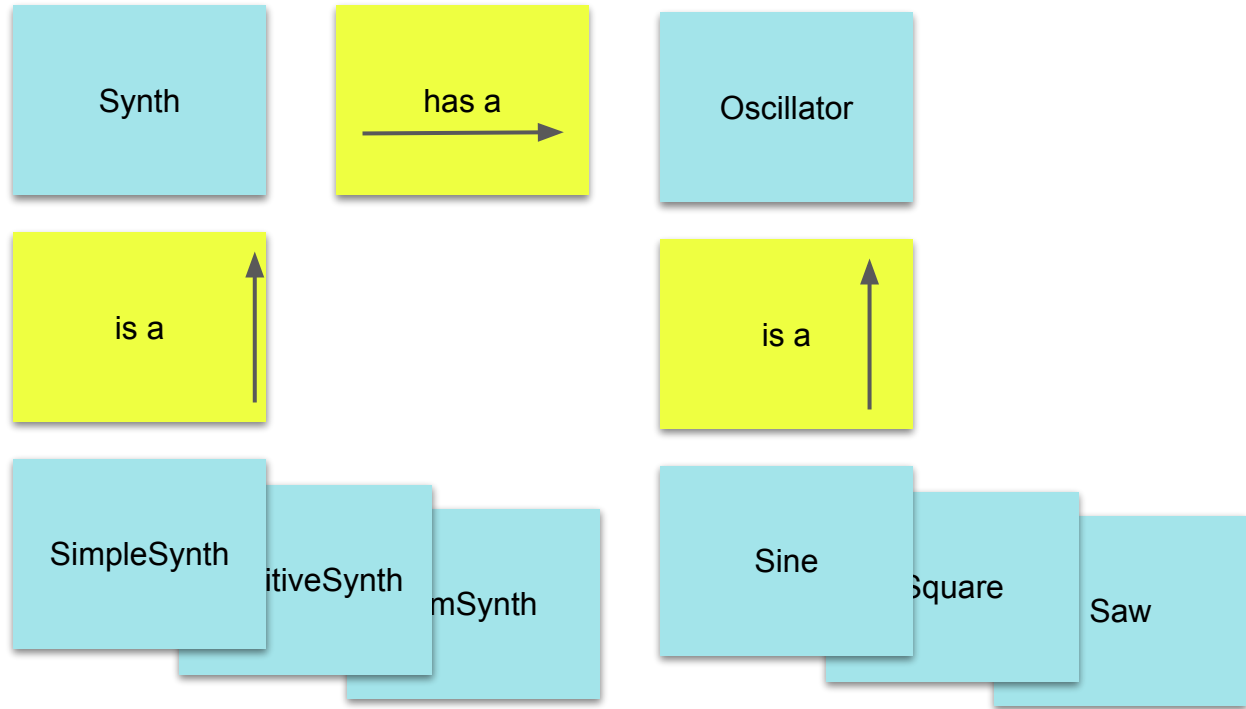
Dog

..



Inheritance in een MT context

Synthesizer class voorbeeld



Inheritance in een MT context

Welke members horen waar? -

optionele oefening

