

Lesson 14

Inheritance(Vorislik)



Inheritance(Vorislik)

Vorislik(inheritance) – bu bir klass ikkinchi klassning maydon va metodlarini ishlata olish qobiliyati hisoblanadi. Ya`ni ikki sinf bo`lib:

Ota(super)klass-xususiyatlari meros qilinib olinadigan sinf.

Bola(sub) klass-boshqa sinfdan meros oladigan sinf.

Extends(kengaytirish)-bu sinf xususiyatlarini meros qilib olish uchun ishlatiladigan kalit so'z.



Inheritance(Vorislik)

```
public class Super {  
    //maydonlar  
    //metodlar  
}
```

```
public class Sub extends Super {  
    //maydonlar  
    //metodlar  
}
```



Inheritance(Vorislik)

Single Inheritance A diagram showing a vertical inheritance relationship between Class A and Class B. Class A is at the top, and Class B is below it, connected by a solid upward-pointing arrow.	public class A { } public class B extends A { }
Multi Level Inheritance A diagram showing a three-level inheritance hierarchy. Class A is at the top, Class B is in the middle, and Class C is at the bottom. Solid upward-pointing arrows connect Class B to Class A and Class C to Class B.	public class A { } public class B extends A { } public class C extends B { }
Hierarchical Inheritance A diagram showing two classes, Class B and Class C, both connected by solid arrows that point to a single parent class, Class A, positioned above them.	public class A { } public class B extends A { } public class C extends A { }
Multiple Inheritance A diagram showing two parent classes, Class A and Class B, each with a solid arrow pointing to a single child class, Class C, positioned below them.	public class A { } public class B { } public class C extends A,B { } } // Java does not support multiple Inheritance



Inheritance(Vorislik)

```
class Vehicle {  
    protected String brand = "Ford";      // Vehicle attribute  
    public void honk() {                  // Vehicle method  
        System.out.println("Tuut, tuut!");  
    }  
}  
  
class Car extends Vehicle {  
    private String modelName = "Mustang"; // Car attribute  
    public static void main(String[] args) {  
        // Create a myCar object  
        Car myCar = new Car();  
        // Call the honk() method (from the Vehicle class) on the myCar object  
        myCar.honk();  
  
        // Display the value of the brand attribute (from the Vehicle class) and the value of the modelName from the Car class  
        System.out.println(myCar.brand + " " + myCar.modelName);  
    }  
}
```

Inheritance(Vorislik)



```
package com.company;

class Bicycle {
    // the Bicycle class has two fields
    public int gear;
    public int speed;

    // the Bicycle class has one constructor
    public Bicycle(int gear, int speed) {
        this.gear = gear;
        this.speed = speed;
    }

    // the Bicycle class has three methods
    public void applyBrake(int decrement) {
        speed -= decrement;
    }

    public void speedUp(int increment) {
        speed += increment;
    }

    // toString() method to print info of Bicycle
    public String toString() {
        return ("No of gears are " + gear
            + "\n"
            + "speed of bicycle is " + speed);
    }
}

// derived class
class MountainBike extends Bicycle {

    // the MountainBike subclass adds one more field
    public int seatHeight;

    // the MountainBike subclass has one constructor
    public MountainBike(int gear, int speed,
        int startHeight) {
        // invoking base-class(Bicycle) constructor
        super(gear, speed);
        seatHeight = startHeight;
    }

    // the MountainBike subclass adds one more method
    public void setHeight(int newValue) {
        seatHeight = newValue;
    }

    // overriding toString() method
    // of Bicycle to print more info
    @Override
    public String toString() {
        return (super.toString() +
            "\nseat height is " + seatHeight);
    }
}

// driver class
class Test {

    public static void main(String args[]) {
        MountainBike mb = new
            MountainBike(3, 100, 25);
        System.out.println(mb.toString());
    }
}
```



Inheritance(Vorislik)

Super – bu kalit so`z orqali bola klass ota klassning maydon va metodlarini o`zining ichida ishlatish huquqiga ega bo`la oladi

Super() – vorislikda bu orqali ota klass konstruktori ishga tushiriladi.

```
class Super {  
    int a;  
    int b;  
  
    public Super(int a, int b) {  
        this.a = a;  
        this.b = b;  
    }  
  
    public void show() {  
        System.out.println("Hello world");  
    }  
}
```

```
class Sub extends Super {  
  
    public Sub(int a, int b) {  
        super(a, b);  
    }  
  
    public void showAB(){  
        super.show();  
        System.out.println(super.a+" "+super.b);  
    }  
}
```



Inheritance(Vorislik) – Override

Override – bu ota klassning metodlarini qayta yozish hisoblanadi.

Override qilingan metodlarning murojat turlarinini bolasida o'zgartirish huquqiga ega bo'lishimiz mumkin.

```
class Super {  
    protected void show(){  
        System.out.println("Super");  
    }  
}
```

```
class Sub extends Super {  
  
    @Override  
    public void show() {  
        super.show();  
    }  
}
```



Inheritance(Vorislik) – Override

Java da barcha klasslar Object klasidan voris olingan hisoblanadi. Bu klassning bir necha maydonlari mavjut:

```
public int hashCode() {
    return super.hashCode();
}

public boolean equals(Object obj) {
    return super.equals(obj);
}

protected Object clone() throws CloneNotSupportedException {
    return super.clone();
}

public String toString() {
    return super.toString();
}

protected void finalize() throws Throwable {
    super.finalize();
}
```

Inheritance(Vorislik) – Override

```
class Parent {  
    private int age;  
  
    public int getAge() {  
        return age;  
    }  
  
    public void setAge(int age) {  
        this.age = age;  
    }  
}  
  
class A extends Parent {  
}  
  
class B extends Parent {  
}  
  
class C extends Parent {  
}  
  
class Test {  
    public static void main(String[] args) {  
        Scanner scanner=new Scanner(System.in);  
        Parent p[]=new Parent[3];  
        p[0]=new A();  
        p[1]=new B();  
        p[2]=new C();  
        for (int i = 0; i < p.length; i++) {  
            p[i].setAge(scanner.nextInt());  
        }  
        for (int i = 0; i < p.length; i++) {  
            System.out.println(p[i].getAge());  
        }  
    }  
}
```



The end