### Why Bother With Inheritance?

### **Declared Type and Actual Type**

DeclaredType varName = new ActualType(...);

Employee headChef = new Chef("Julia Child");

Declared Type: Employee Actual Type: Chef

Can call methods that makes sense for EVERY Employee If Chef overrides a method, uses the Chef version Chef headChef = new Chef("Julia Child");

Declared Type: Chef Actual Type: Chef

Can call methods that makes sense for EVERY Chef If Chef overrides a method, uses the Chef version

## Inheritance and Method Calls

Employee headChef = new Chef("Julia Child"); headChef.cookFood("potatoes");

#### Object extends Compiling: م ، Look this way for "is cookFood Employee **Declared Type** Chef Server

When compiling:

Can we *guarantee* that the method exists for the declared type?

Does the declared type or one of its super classes contain a method of that name?

If not... Compile Error!

## **Overrides and Method Calls**

Employee headChef = new Chef("Julia Child"); headChef.getHourlyRate();



#### When running:

Use the *most specific* version of the method call starting from the actual type.

Start from the actual type, then go "up" to super classes until you find the method. Run that first-discovered version.

# **Casting and Method Calls**

Employee headChef = new Chef("Julia Child"); ((Chef) headChef).cookFood("potatoes");



When compiling:

Can we *guarantee* that the method exists for the Cast-to type?

Does the Cast-to type or one of its super classes contain a method of that name?

If not... Compile Error!

#### When Running:

Check that the Cast-to Type is either the Actual Type, or one of its super classes



