

Making Classes

- Suppose:
 - Want to create a class that can compute the first n items in some mathematical sequence. More, you want that class to work for any mathematical sequence and you want your class to never have to be rewritten
- What do you do???
 - What kind of class structure does this suggest?

Classes for mathSeries

- Interpretation:
 - Java SeqPrinter SeqName N
 - Where:
 - SeqPrinter is the name of the main class
 - SeqName is the name of a class that actually does the computations
 - N is the number of items from the sequence to print
- Important java for this task
 - CName s = (CName)Class.forName("name").newInstance();b

Extends and Implements

- Sometimes are interchangeable
- Extends:
 - Used when there are well defined methods that you want to inherit
 - E.g., Adult extends Person
- Implements
 - Used when there are no methods that you want to inherit but there are method names that you want to overwrite
 - Can both extend and implement
 - an advantage of implements
 - Some OO languages do not have anything like this
- Why choose
 - Sometimes just a matter of convenience

Bank

- Suppose you want to simulate a bank
- What classes?
- What inheritance?
- Where do instances go?
- Does OO help or hinder?