# Inheritance – 02/19/08

#### Task 1:

In the Gaddis book (see me if your group is using an alternate text), use Chapter 11 to answer these questions. Use another sheet of paper for the answers. Put the group name and group member name to whom to return the paper on the top of the answer sheet. Put each group member’s name in attendance on the answer sheet.

See me if you are unsure of the answers.

1. Checkpoint 11.1 (page 653).
2. 11.2 and 11.3.
3. 11.4 and 11.5. (page 661/662)
4. 11.7, 11.8, 11.9, 11.10 (page 670)
5. 11.11, 11.14, 11.15 (page 677)
6. 11.16 and 11.17 (page 685)

#### Task 2:

Using your colleagues and your UML:

1. Compare your UML diagrams. In particular, look for similarities and differences. Have your colleagues explain any differences. Mark on the UML any changes that you personally wish to make as you implement your design.
2. Each person should look at their UML diagram and decide which methods are straightforward and which might pose some coding challenges. For the coding challenges, discuss in your team how you might address this challenge. Feel free to write pseudo code or an algorithm for how you might deal with that issue.
3. For the time that you spent on the UML and in class discussing the coding, you should count it as Design time.