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Inheritance (Solutions)

Questions

1. What is the keyword used to call the constructor from the base class?
 - this.**
 - the name of the base class.
 - base**
 - over
 - inherits

Problem

Consider the following diagram:

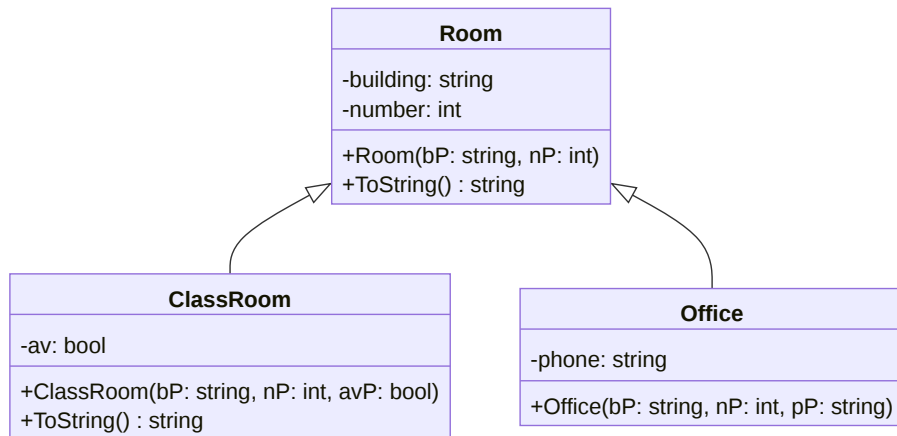


Figure 1: A UML diagram for the Room Classroom class (text version¹)

Suppose you are given an implementation of the Room class, such that

```
Room test = new Room("UH", 243);
Console.WriteLine(test);
```

displays

UH 243

1. Write an implementation of the Classroom class. Your ToString method should display the room's building and number, in addition to whether it has AV set-up.

Solution

```
class Classroom : Room
{
    private bool av;

    public Classroom(string bP, int nP, bool aP)
        : base(bP, nP)
    {
        av = aP;
    }

    public override string ToString()
    {
        return base.ToString() + "av? " + av;
    }
}
```

2. Write a SameBuilding static method to be placed inside the Room class such that

```
Office test1 = new Office("UH", 127, "706 737 1566");
Classroom test2 = new Classroom("UH", 243, true);
Office test3 = new Office("AH", 122, "706 729 2416");
Console.WriteLine(Room.SameBuilding(test1, test2));
Console.WriteLine(Room.SameBuilding(test2, test3));
```

Would display "true" and "false".

Solution

```
public static bool SameBuilding(Room a, Room b)
{
    return a.building == b.building;
}
```