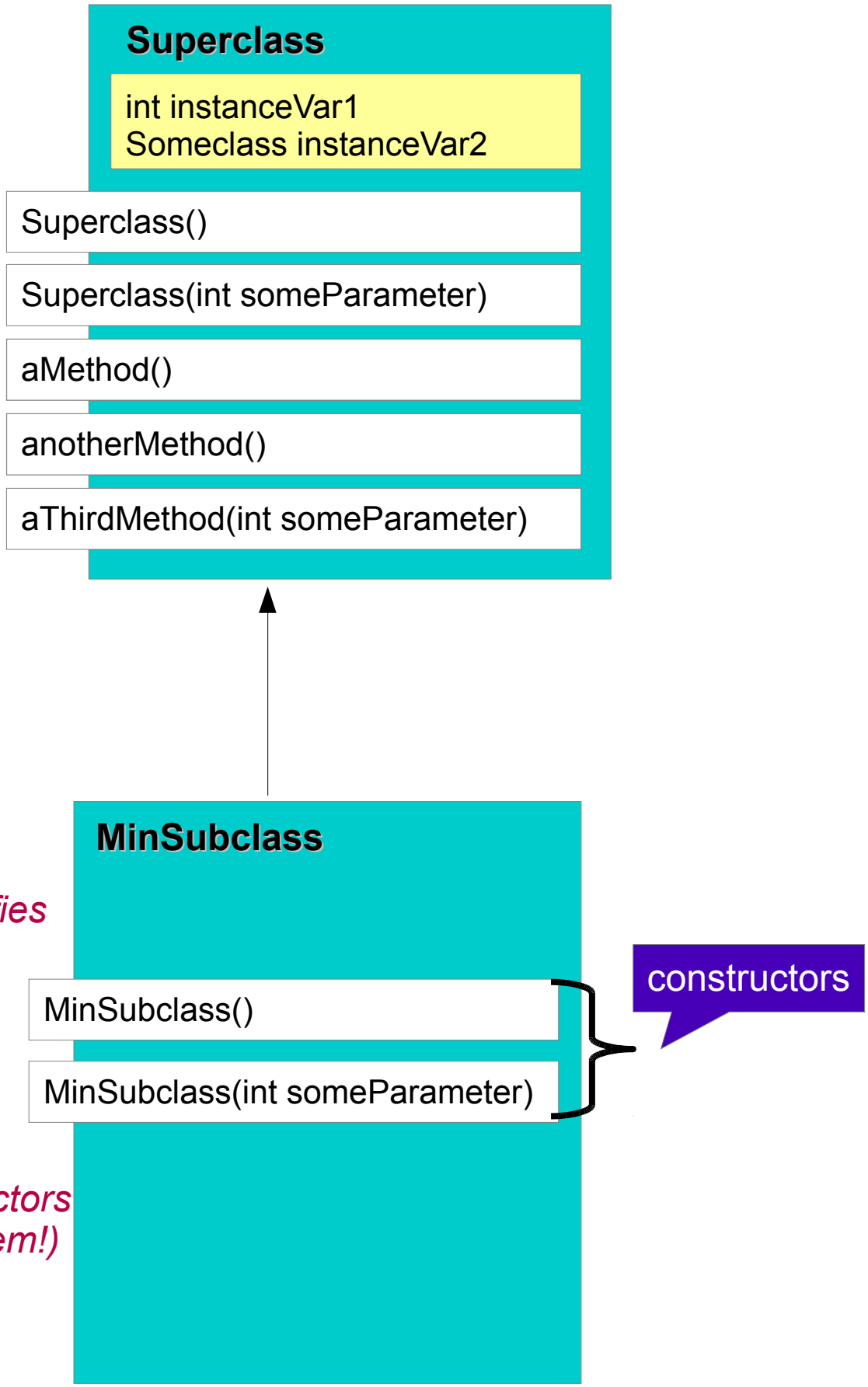
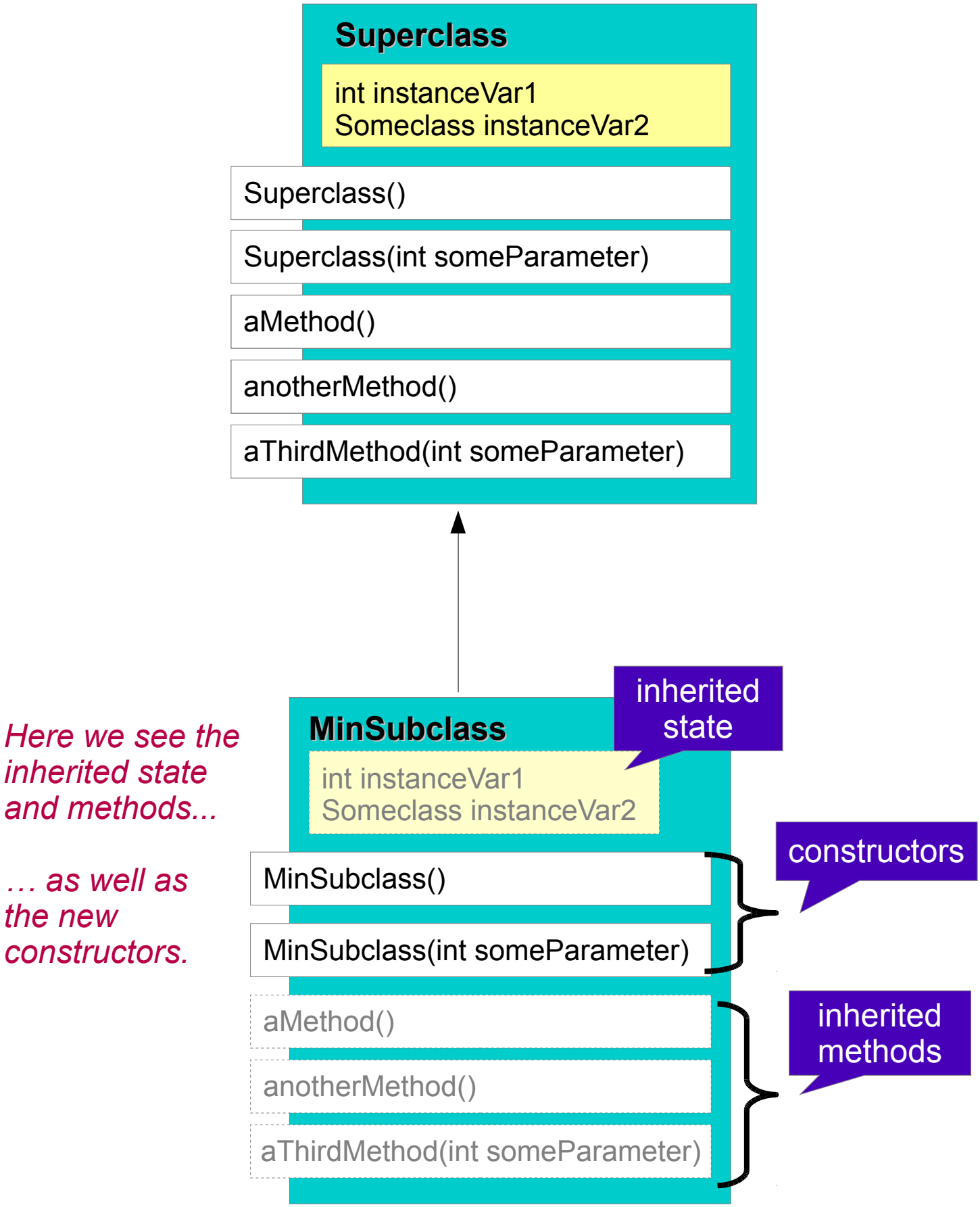
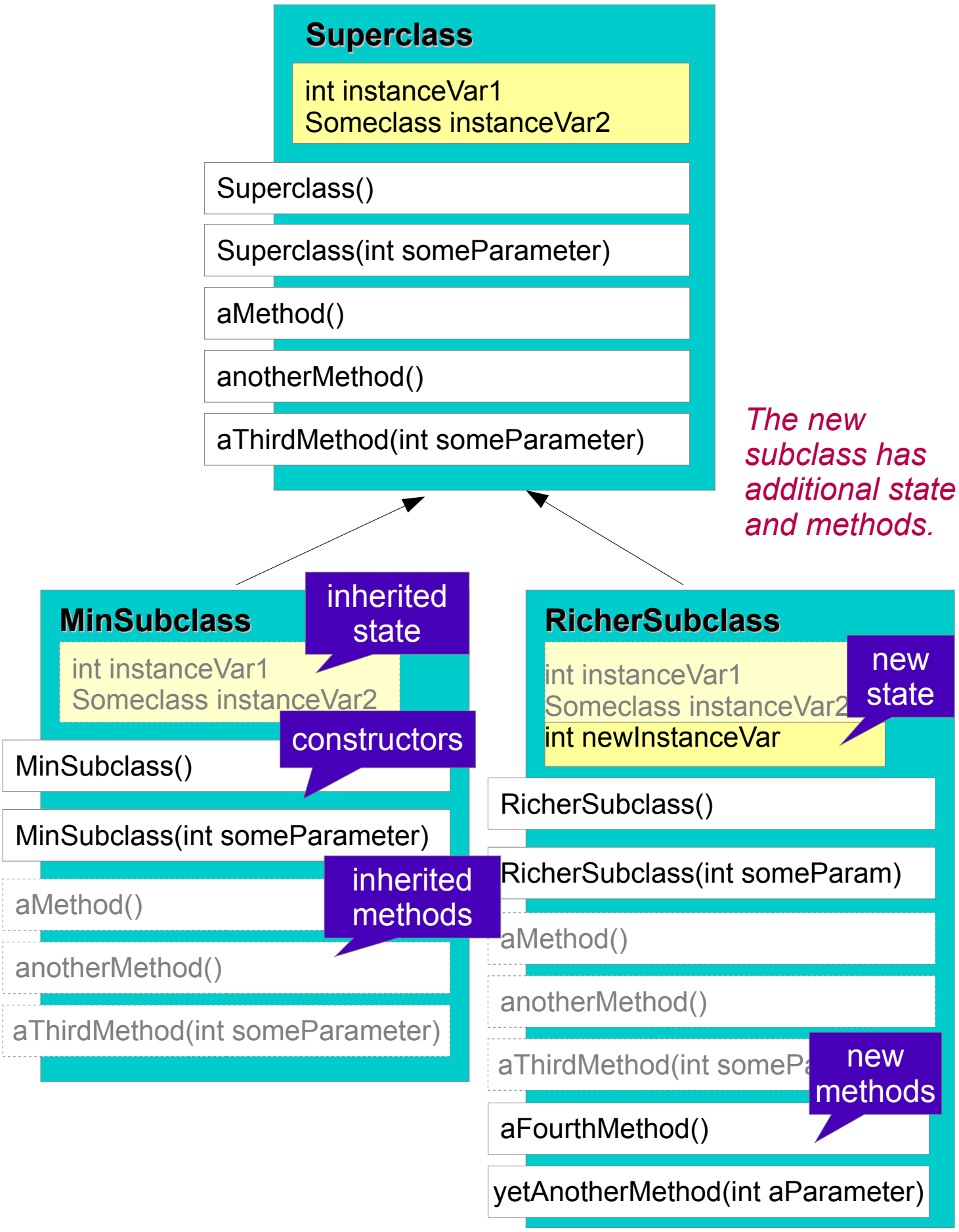


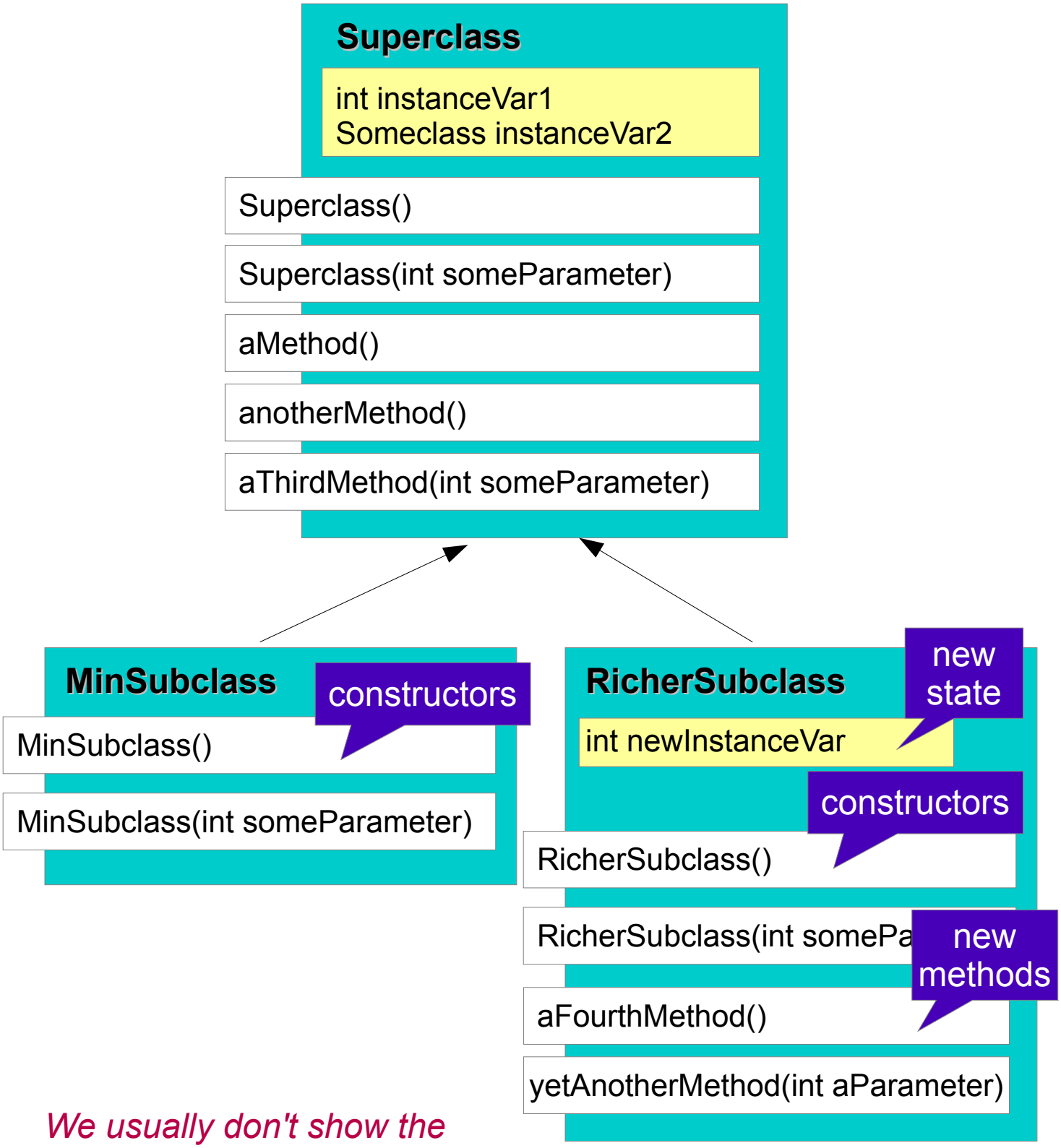
A subclass definition specifies new state & methods, and inherits everything else.

Must always specify constructors (can't inherit them!)

This minimal subclass only specifies constructors; inherits everything else.


Superclass
int instanceVar1
Someclass instanceVar2
Superclass()
Superclass(int someParameter)
aMethod()
anotherMethod()
aThirdMethod(int someParameter)
MinSubclass
inherited state
int instanceVar1
Someclass instanceVar2
constructors
MinSubclass()
MinSubclass(int someParameter)
inherited methods
aMethod()
anotherMethod()
aThirdMethod(int someParameter)
Here we see the inherited state and methods...
… as well as the new constructors.


Superclass
int instanceVar1
Someclass instanceVar2
Superclass()
Superclass(int someParameter)
aMethod()
anotherMethod()
aThirdMethod(int someParameter)
The new subclass has additional state and methods.
MinSubclass
inherited state
int instanceVar1
Someclass instanceVar2
constructors
MinSubclass()
MinSubclass(int someParameter)
inherited methods
aMethod()
anotherMethod()
aThirdMethod(int someParameter)
RicherSubclass
new state
int instanceVar1
Someclass instanceVar2
int newInstanceVar
RicherSubclass()
RicherSubclass(int someParam)
aMethod()
anotherMethod()
aThirdMethod(int someP
new methods
aFourthMethod()
yetAnotherMethod(int aParameter)



We usually don't show the inherited state & methods, just the new ones.