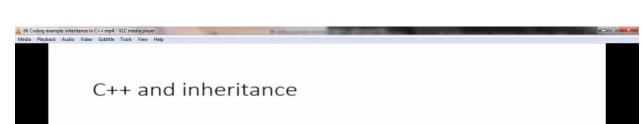


C++ and inheritance

- The language mechanism by which one class acquires the properties (data and operations) of another class
- Base Class (or superclass): the class being inherited from
- Derived Class (or subclass): the class that inherits





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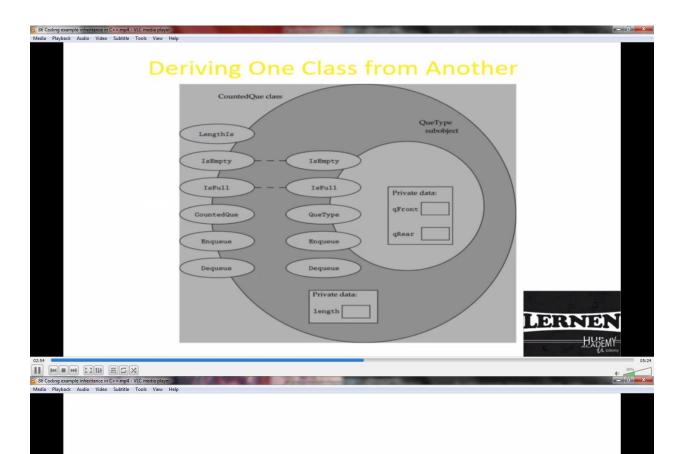




Advantages of inheritance

- When a class inherits from another class, there are three benefits:
- (1) You can reuse the methods and data of the existing class
- (2) You can <u>extend</u> the existing class by adding new data and new methods
- (3) You can $\underline{\textit{modify}}$ the existing class by overloading its methods with your own implementations





Inheritance and accessibility

- A class inherits the <u>behavior</u> of another class and enhances it in some way
- Inheritance <u>does not</u> mean inheriting access to another class' private members





≜ 86 Coding example inheritance in C++.mp4 - VLC media ;



What Does a Child Have?

An object of the derived class has:

- · all members defined in child class
- · all members declared in parent class

An object of the derived class can use:

- · all public members defined in child class
- all public members defined in parent class







Rules for building a class hierarchy

- Derived classes are **special cases** of base classes
- A derived class <u>can also serve</u> as a base class for new classes.
- There is no limit on the <u>depth of inheritance</u> allowed in C++ (as far as it is within the limits of your compiler)
- It is possible for a class to be a base class for <u>more</u> than one derived class



