

Classes II

C++ in QF I - a course by Paweł Sakowski

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Labs 06

Last time we learned:

- What are **classes**.
- How to **define classes**.
- How to use a **class** to define an **object**.
- What types of **members** a class can have.
- What are **constructors** and **destructors**.

Today we will learn:

- How to divide our program into many files.
- What is **inheritance**.
- **Overloading** and **overriding** methods.
- What is **friendship**.

Special event II:

- Publishing a screen showing that you played at least 10 *Sololearn challenges* grants +1 point at the exam and home taken project or -4 points from overall threshold (your choice).
- Deadline: start of the 8th labs.
- Start a discussion at Moodle and publish a screenshot.

Example: Create classess, that will describe dogs and cats. Teach them some things (this time just write methods, that print something on the screen).

- Start with a class Pet. Allow it to *eat*, *sleep*, give it a name.
- Let pets to enter and leave your home (create constructor and destructor).
- Overload a constructor to name a pet when it is coming.
- Create classes Dog, and Cat. Give them some new, different possibilities: *climbing and barking*.
- Override some methods to give cats and dogs special versions of sleeping and eating.
- Create class `pet_renamer` which will be able to change names of all pets.

Thank you!