

Object-Oriented Programming

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Overview

Object-
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Programming

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Inheritance

Derived
classes

Special
functions and
inheritance

Constructors
and
destructors for
derived classes

Substitution
principle

Method
overriding

UML diagrams

Multiple
inheritance

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2 Derived classes

3 Special functions and inheritance

4 Constructors and destructors for derived classes

5 Substitution principle

6 Method overriding

7 UML diagrams

8 Multiple inheritance

Primary OOP features

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- **Encapsulation:** grouping related data and functions together as objects and defining an interface to those objects.
- **Inheritance:** allowing code to be reused between related types.
- **Polymorphism:** allowing an object to be one of several types, and determining at runtime how to "process" it, based on its type.

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- Allows defining a new class (subclass) by using the definition of another class (superclass).
- Inheritance makes code reusability possible.
- Reusability refers to using already existing code (classes).
- The time and effort needed to develop a program are reduced, the software is more robust.

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- Through inheritance, new classes can be derived from already existing ones.
- The existing class is not modified.
- The new class can use all the features of the old one and add new features of its own.
- Inheritance can be used if there is a **kind of** or **is a** relationship between the objects.

Example

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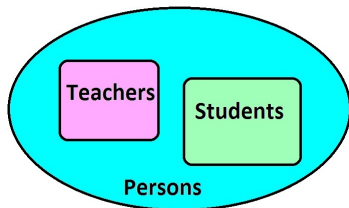
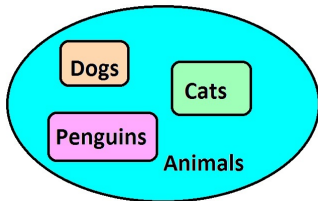
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Simple inheritance - Derived classes I

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- Inheritance requires at least two classes: a *base class* and a *derived class*.
- If B and D are two classes,
 - D *inherits from* B or
 - D *is derived from* B or
 - D *is a specialization of* B
- means that:
 - class D has all variables and methods of class B;
 - class D may redefine methods of class B;
 - class D may add new members besides the ones inherited from B.

Simple inheritance - Derived classes II

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- If class D inherits from class B then:
 - an object of class D includes all member variables of class B;
 - the member functions of class B can be applied to objects of class D (unless they are hidden).

Syntax

```
class D: public B
{
// ...
};
```


Simple inheritance - Derived classes III

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Example

```
class Animal
{
protected:
    std::string colour;
    double weight;
//...
};

class Penguin: public Animal
{
private:
    std::string type;
//...
};
```

Simple inheritance - Derived classes IV

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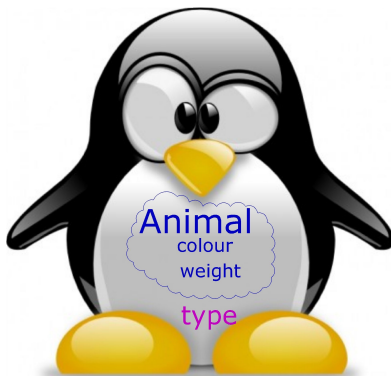
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DEMO

Class derivation (Animal - Penguin, Dog) (*Lecture5_demo*).



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Terminology

- class B = superclass, base class, parent class.
- class D = subclass, derived class, descendent class.
- *inherited member (function, variable)* = a member defined in B, and used unchanged in D.
- *redefined member (overridden)* = defined in B and D.
- *added member (new)* = defined only in D.

Access modifiers I

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Access modifiers define where the members of a class (fields or methods) can be accessed from.

- **public**: public members can be accessed from anywhere.
- **private**: private members can be accessed from within the class or from friend functions or classes.
- **protected**: protected members can be accessed from within the derived classes; **protected** acts just like **private**, except that inheriting classes have access to protected members, but **not** to private members. Friend functions or classes can access protected members.

Access modifiers II

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Access	public	protected	private
Class	Yes	Yes	Yes
Derived class	Yes	Yes	No
Client code	Yes	No	No

Access control I

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- Public inheritance:
 - The access rights of the members of the base class are not changed.

```
class A: public B { ... }
```

- Protected inheritance:
 - Inherited public or protected members from the base class become protected members in the derived class.

```
class A: protected B { ... }
```

- Private inheritance:
 - Inherited public or protected members from the base class become private members in the derived class.

```
class A: private B { ... }
```

Access control II

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Inheritance type	public	protected	private
Base access specifier	Derived access specifier		
Public	Public	Protected	Private
Protected	Protected	Protected	Private
Private	Private	Private	Private

Special member functions and inheritance

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- Some functions will need to do different things in the base class and the derived class.
- These special functions cannot be inherited.
- **Constructors**: derived class constructor must create different data from base class constructors.
- **Assignment operator**: in the derived class, this operator must assign values to the derived class data.
- **Destructors**

Constructors and destructors for derived classes I

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- Constructors and destructors are not automatically inherited.
- Constructors in the derived class need to invoke a constructor from the base class.
- If no constructor is not explicitly invoked, the *default constructor* from the base class is invoked automatically.
- If there are no default constructors → compiler error.
- ? How is it possible to *not* have a default constructor?

Constructors and destructors for derived classes II

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- When an object of a derived class is created, the constructor of the base class is called first and then the constructor of the derived class.
- The destructor of the base class is automatically invoked by the destructor of the derived class.
- When an object of a derived class is destroyed, the destructor of the derived class is called first and then the destructor of the base class.

Object creation in derived classes

- Creation:

- 1 allocate memory for member variables from base class;
- 2 allocate memory for member variables from derived class;
- 3 a constructor is selected and called to initialize the variables from the base class;
- 4 a constructor is selected and called to initialize the variables from the derived class.

- Destruction:

- 1 destructor call for derived class;
- 2 destructor call for base class.

Constructors and destructors for derived classes IV

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DEMO

Creation and destruction in derived classes (*Lecture5_demo*).

Liskov substitution principle

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- If S is a declared subtype of T , objects of type S should behave as objects of type T are expected to behave, if they are treated as objects of type T .

(Barbara H. Liskov and Jeannette M. Wing, *A Behavioral Notion of Subtyping*, ACM Transactions on Programming Languages and Systems, 1994.)

- An object of the derived class can be used in any context expecting an object of the base class (upcast is implicit).

DEMO

Substitution principle (*Lecture5_demo*).

Pointers and inheritance

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- If class D publicly inherits from class B, then a pointer to D can be assigned to a variable of type pointer to B.
- A pointer to an object of type B can carry the address of an object of type D.
- E.g.: A pointer to an animal can point to objects of type Animal, Dog and Penguin (all dogs and penguins are animals).
- The conversion from a pointer to a dog/penguin to a pointer to an animal is not implicit! (not all animals are dogs or penguins)

DEMO

Pointers and inheritance (*Lecture5_demo*).

Method overriding I

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- A derived class may override (redefine) some methods of the base class.
- In defining derived classes, we only need to specify what is different about them from their base classes (programming by difference).
- Inheritance allows only overriding methods and adding new members and methods. We cannot remove functionality that was present in the base class.

Method overriding II

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- Use the scope resolution operator `::` to access the overridden function of base class from derived class.
- Overriding \neq overloading. ? What is the difference?

DEMO

Overriding the *toString* method. (*Lecture5_demo*).

- UML - Unified Modeling Language.
- UML is the industry-standard language for specifying, visualizing, constructing, and documenting the artifacts of software systems.
- UML is the standard notation for software architecture.
- It is language independent.

UML class diagrams I

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- A UML class diagram specifies the entities in a program and the relationships among them.
- It contains and specifies:
 - class name
 - variables (name, type)
 - methods (name, parameter types, return type)
- private members are denoted by -;
- public members are denoted by +;
- protected members are denoted by #.

UML class diagrams II

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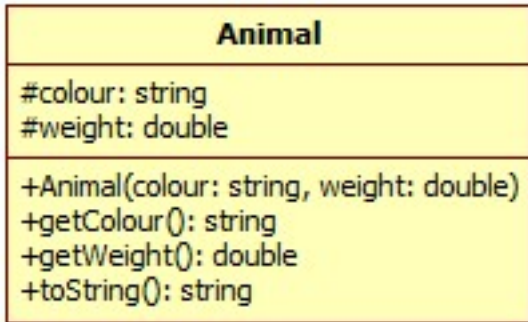
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Associations I

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- UML associations describe relationships of structural dependency between classes.
- An association may have:
 - a role name;
 - a multiplicity;
 - navigability (uni/bi-directional).

Associations II

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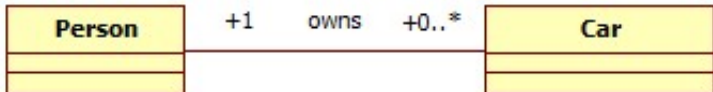
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Association types

- **Association** (*knows a*) - is reference based relationship between two classes. A class A holds a class level reference to another class B.



Associations III

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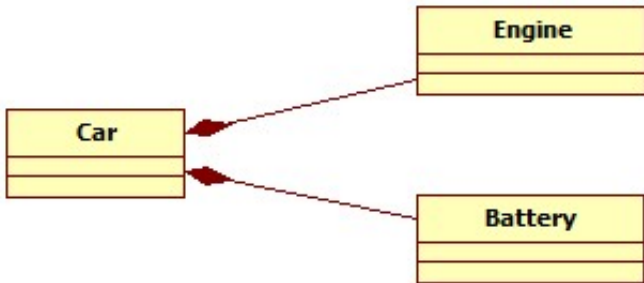
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- **Composition** (*has a*) - when class B is composed by class A, class A instance owns the creation or controls lifetime of instance of class B. When class A instance is destructed, so is the class B instance.



Associations IV

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- **Dependency** (*uses a*) - when class A uses a reference to class B, as part of a particular method (parameter or local variable). A modification to the API of class B reference may influence class A.



Associations V

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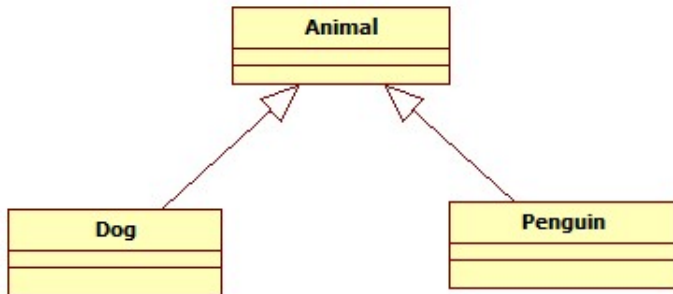
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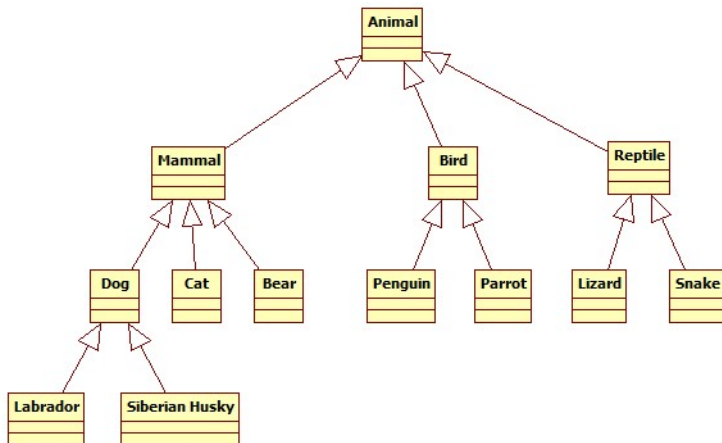
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- **Inheritance** (*is a*) - every instance of the derived class **is** an instance of the base class.



Associations VI

- Inheritance allows us to define hierarchies of related classes.



Multiple inheritance I

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- Unlike many object-oriented languages, C++ allows a class to have multiple base classes.
- The class will inherit all the members from all the base classes.
- Multiple inheritance can be dangerous:
 - the same field/method could be inherited from different classes;
 - the situation of repeated base classes might arise.
- **In general, you should avoid multiple inheritance.**

Multiple inheritance II

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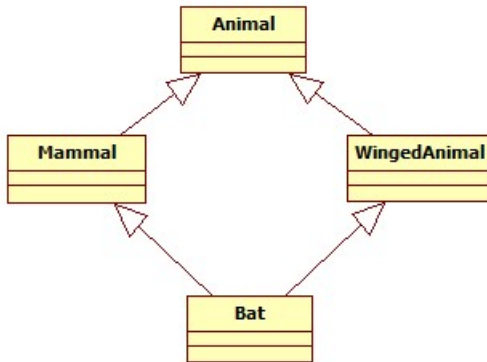
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Problems with multiple inheritance

- **Ambiguity:** multiple base classes contain a function with the same name.
- **Diamond problem:** if a method from class `Animal` was overridden in both classes (`Mammal` and `WingedAnimal`), which of the two versions should be inherited?