

ET-580 - Polymorphism & Virtual Functions - Practice

1. Implement the following:

- a. Class named *Person*
 1. data member: *name*
 2. output function: output the *name*
- b. Derived class named *Student* that inherits from *Person*
 1. data member: *id* (integer)
 2. output function: redefine to print *name* and *id*
- c. Derived class named *Instructor* that inherits from *Person*
 1. data member: *department*
 2. output function: redefine to print *name*, and *department*
- d. In main implement a *Person* pointer named *p*
- e. Assign *p* to a new dynamic variable of type *Person*, call output
- f. Assign *p* to a new dynamic variable of type *Student*, call output
- g. Assign *p* to a new dynamic variable of type *Instructor*, call output

Note that the *Person* output function is called for each object.

Example Output

Joseph
Dion
Mr. Evans

2. Clone the previous program, and implement:

- a. Class *Person*
 1. make output a virtual function
- b. Class *Student*
 1. add override modifier to output
- c. Class *Instructor*
 1. add override modifier to output
- d. Run the program.

Note that the appropriate output function is called for each object.

Example Output

Joseph
Dion, 1534442
Mr. Evans, Comp. Sci

3. Clone the previous program, and implement:

- a. Change *Person* into an abstract class.
- b. Remove the code which instantiates a *Person* object in main.
- c. Run the program.

Note that we can only instantiate derived objects of abstract classes.

Example Output

```
Dion, 1534442
Mr. Evans, Comp. Sci
```

4. Clone the previous program, and implement:

- a. A non-member *print* function.
This function accepts an object of type *Person* or *Person* subtype.
This function calls the appropriate *output* function for the object.
- b. In main replace all *output* function calls with non-member *print* function calls.
- c. Test the program.

Note that we can maintain polymorphism using pass by reference or pointer.

Example Output

```
Dion, 1534442
Mr. Evans, Comp. Sci
```