

**MUST**  

---

**Wisdom & Virtue**

MIRPUR UNIVERSITY OF SCIENCE AND TECHNOLOGY  
DEPARTMENT OF SOFTWARE ENGINEERING

# Object Oriented Programming

## Lecture 9 : Types of Inheritance

*Enfr. Saman Fatima*  
*Lecturer*

- **Sealed Classes and Sealed Methods**
- **Abstract Classes**
- **Pure Virtual Function**
- **Virtual Destructors**

**Last Lecture**

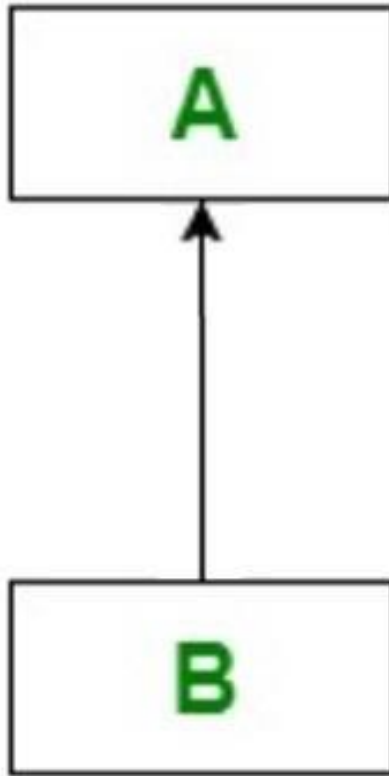
**This Lecture**

- **Types of Inheritance in C#**
- **Concept of Public/Private/Protected Inheritance**
- **Multiple Inheritance**
- **Diamond Problem**
- **Interfaces**



# Types of Inheritance in C#

---



**Single Inheritance**

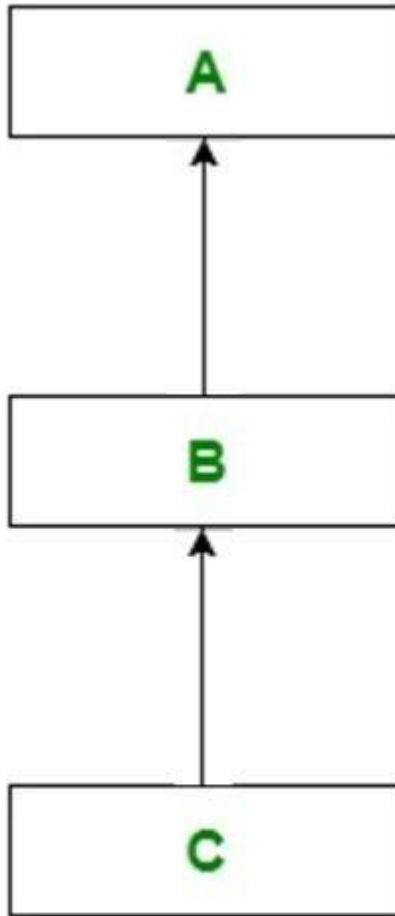
## Single Inheritance:

- In single inheritance, subclasses inherit the features of one superclass.
- The class A serves as a base class for the derived class B.

# Single Inheritance(C#)

---

```
class BaseClass  
{  
  
}  
  
class ChildClass : BaseClass  
{  
  
}
```



**Multilevel Inheritance**

## Multilevel Inheritance:

- In Multilevel Inheritance, a derived class will be inheriting a base class and as well as the derived class also act as the base class to other class.
- The class A serves as a base class for the derived class B, which in turn serves as a base class for the derived class C.

# Multilevel Inheritance(C#)

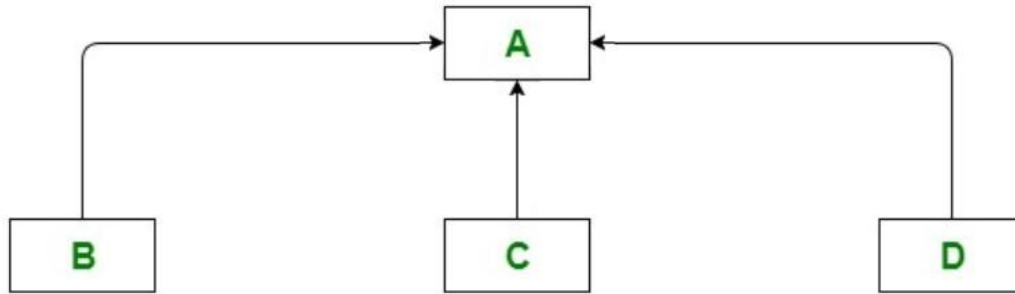
---

```
class BaseClass
{
}

class ChildClass : BaseClass
{
}

class SecondChildClass : ChildClass
{
}
```





**Hierarchical Inheritance**

# Hierarchical Inheritance:

- In Hierarchical Inheritance, one class serves as a superclass (base class) for more than one subclass.
- In image, class A serves as a base class for the derived class B, C, and D.

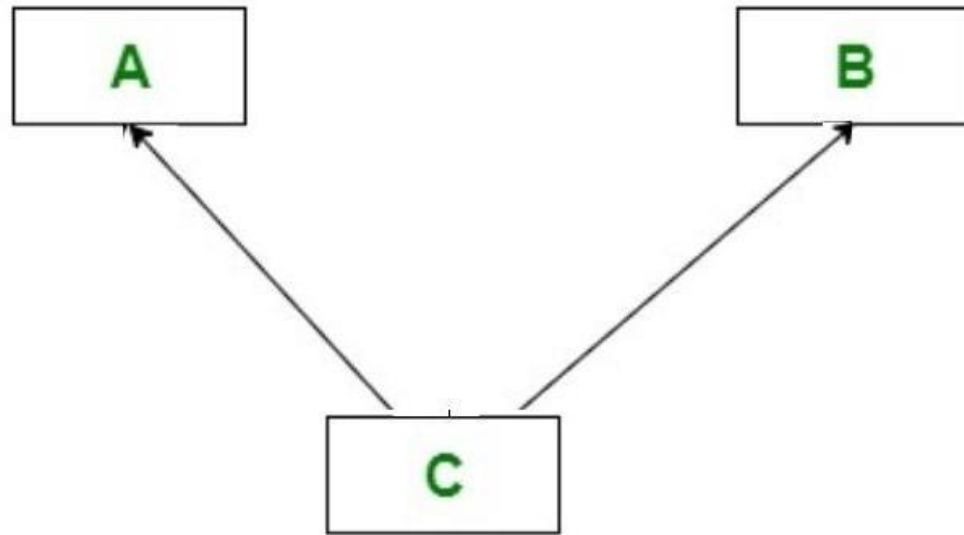
# Hierarchical Inheritance(C#)

---

```
class BaseClass
{
}

class ChildClass : BaseClass
{
}

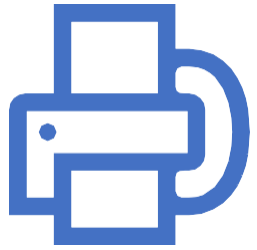
class SecondChildClass : BaseClass
{
}
```



Multiple Inheritance

## Multiple Inheritance(Through Interfaces):

- In Multiple inheritance, one class can have more than one superclass and inherit features from all parent classes.
- Please note that **C# does not support multiple inheritance** with classes. We use interfaces to achieve multiple inheritance.



Concept of Public/Private/Protected Inheritance

# Concept of Public/Private/Protected Inheritance

```
class A
{
public:
    int x;
protected:
    int y;
private:
    int z;
};

class B : public A
{
    // x is public
    // y is protected
    // z is not accessible from B
};

class C : protected A
{
    // x is protected
    // y is protected
    // z is not accessible from C
};

class D : private A
{
    // x is private
    // y is private
    // z is not accessible from D
};
```

# Public/Private/Protected Inheritance

## Public Inheritance

- Inherit the protected members as protected in derived class and public members will be public in derived class

## Protected Inheritance

- Public and protected members of the base class will become protected in derived class

## Private Inheritance

- Public and protected members will become private in derived class

## Inheritance in C#

**Public** inheritance is the only kind supported in C#.

# Multiple Inheritance

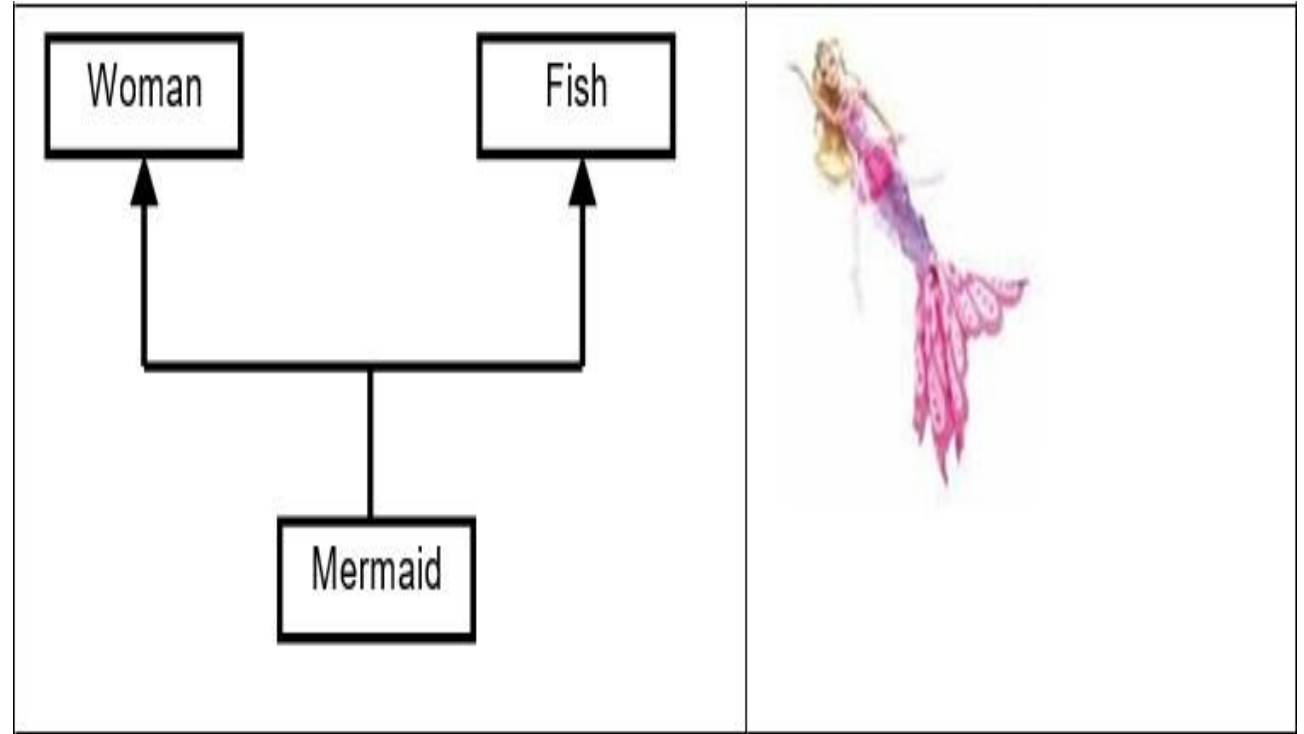


# Multiple Inheritance

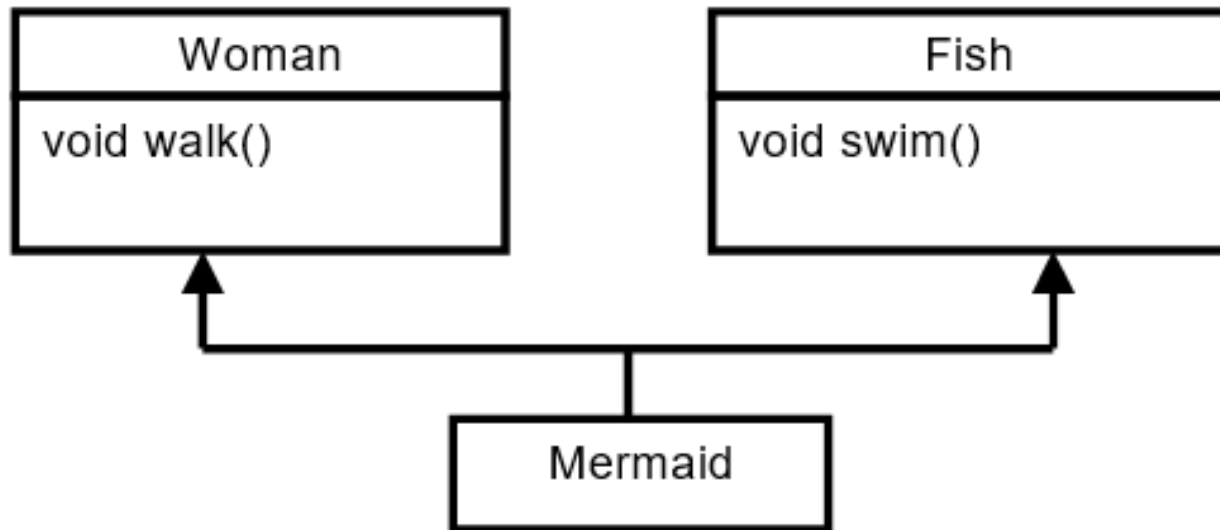
- Sometimes we want to reuse characteristics of more than one parent class, in that case we need to inherit a class from more than one classes.

## Example 1– Multiple Inheritance

- Consider the example of an imaginary species Mermaid used in fairy tales that lives in water having features both of a woman as well as of a fish
- In Object Oriented programming perspective Mermaid can be derived from two classes Women and Fish.



# Example 1– Multiple Inheritance



- Our Mermaid class inherits features of both woman and fish
- Suppose our woman class has method **walk()** and fish class has method **swim()**
- Then our mermaid class can use both methods
  - i.e **can walk as well as can swim.**

## Example 2— Multiple Inheritance

Suppose we have a **changeGear** method in **Vehicle class** that is applicable to both water and land vehicle

We also have **Float** and **Move** methods in water and land vehicles respectively then our amphibious vehicle will have all these methods,

# References

- Object Oriented Programing , Virtual University , Lecture 27, Online Available at: <https://ocw.vu.edu.pk/CourseDetails.aspx?cat=Computer+Science%2FInformation+Technology+&course=CS304>
- Object Oriented Programing , Virtual University , Lecture 24, Online Available at: <https://ocw.vu.edu.pk/CourseDetails.aspx?cat=Computer+Science%2FInformation+Technology+&course=CS304>
- Object Oriented Programing , Virtual University , Lecture 31, Online Available at: <https://ocw.vu.edu.pk/CourseDetails.aspx?cat=Computer+Science%2FInformation+Technology+&course=CS304>
- Object Oriented Programing , Virtual University , Lecture 13, Online Available at: <https://ocw.vu.edu.pk/CourseDetails.aspx?cat=Computer+Science%2FInformation+Technology+&course=CS304>

THANKS