OOP and Inheritance in C++

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Contents

The ++ in Cpp

- C with classes

- Inheritance

When C++ first came out it wasn't all that different from C. Apart from having standard object orientation functionalities and inheritance capabilities, the two languages were more or less the same. But overtime C and C++ grew to become very different. In the previous tutorial we looked into how to structure out program in terms of files and how it executes. Now we will dive into the world of OOP in C++, we will revise what was though in the C++ and will try to build upon that material by giving examples, running code, and talking about practices for writing better C++. Most of you have shared that the concept of OOP and Inheritance alludes you, that's why we will try to go over constructors, destructors, encapsulation, inheritance, polymorphism, virtual functions, dynamic binding, etc.

Objects and Classes

- Operators

- Normal Constructors

- Destructors

I am not going to go through what objects and constructors are, because we should already know this, but I will try to give you some guidelines on

how to work with them in an effective and easy way. This will be a sort of list of tips you can use. But before we go into them I just want to make quick pass over the different operators we can have in C++ classes.