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Lab Report 4: Inheritance, Polymorphism and Abstract classes

This lab explores the concepts of Inheritance, Polymorphism and Abstract classes. These concepts are import to CS and Engineering when one makes programs larger than a single task. The idea of deriving classes is very convenient when trying to make or maintain larger projects. Making two similar classes with similar code is redundant, you end up having dozens of classes, you have many lines of similar code. Changing the code across classes is redundant and time consuming. Using base and derived classes and understanding the concepts associated with them, saves time and memory. Being able to make a base class that all derived classes can use means you only should write that code once. With that, understanding how member functions that are virtual and those that are not virtual is important to designing the base and derived classes.

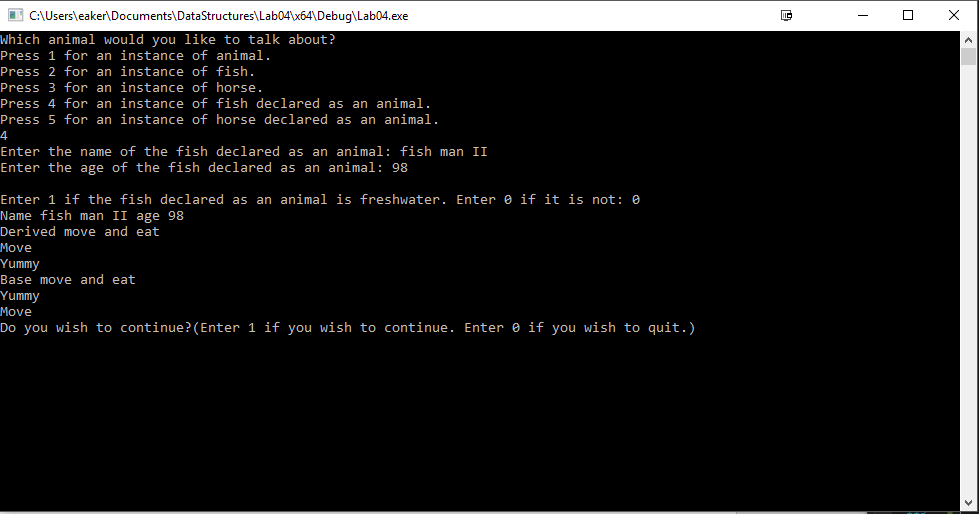
Task 1

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Member functions and variables | age | getAge() | setAge() | name | getName() | setName() | Animal() | Animal(string name, float age) | eat() | move() |
| Access level | protected | Public | Public | protected | public | public | public | public | public | public |

Task 2

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Member functions and variables | age | Getters and setters for age | name | Getters and setters for name | eat() | move() | isMini | Getters and setters for isMini | freshWater | Getters and setters for freshWater |
| Derived Class- Horse | Base | Base | Base | Base | Derived | Derived | Derived | Derived | N/A | N/A |
| Derived Class- Fish | Base | Base | Base | Base | Derived | Derived | N/A | N/A | Derived | Derived |
| Base Class- Horse | Base | Base | Base | Base | Base | Derived | Derived | Derived | N/A | N/A |
| Base Class- Fish | Base | Base | Base | Base | Base | Derived | N/A | N/A | Derived | Derived |

Task 3



One thing we did not predict was that the move function that was used when a fish was declared as an animal. We thought that because it was a virtual function that the derived class would be called, but the base class move function was called instead. This is because if a fish or horse is declared as an animal it does not have access to the derived move function so it calls the base class move. All other predictions met our expectations

Compilation Instructions

This has been tested by creating a new project within Visual Studios with the following options:

Win32 Console Application

Create directory for solution OFF

Empty project ON

Precompiled header OFF

SDL OFF

Then:

Add the following files to the projext:

1. TestProgram.cpp
2. Horse.cpp to the project
3. Horse.h to the project
4. Fish.cpp to the project
5. Fish.h to the project

Build and run.

Contribution of Team Members

Amongst the individual functions,

Kyle O’Connor did task 1

Saylee Dharne did task 2

Evan Akers did part of task 2, fixing the derived declarations as animal, and the lab report

Smit Patel did task 3