
COMP140-GAM160: Further Programming

# 3: Inheritance and Polymorphism

# Learning outcomes

- **Understand** Inheritance in Object Orientated Programming
- **Understand** Polymorphism role in creating Games
- **Apply** your knowledge of Inheritance and Polymorphism to programming problems

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# Classes Review

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- They consist of a series of data(variables) and functions that operate on the data
- Functions and variables inside the class can be marked with the following **access specifiers**
  - **Public**: Can be accessed directly
  - **Private**: Can only be accessed inside the class
  - **Protected**: Acts like private, but child classes can access

# Class Examples - C++

```
class Player
{
public:
    Player()
    {
        Health=100;
    };

    void TakeDamage(int health)
    {
        Health-=health;
    };

    void HealDamage(int health)
    {
        Health+=health;
    };

    ~Player(){};
private:
    int Health;
};
```

# Class Examples - C# Unity

```
public class Player
{
    private int Health;

    public Player()
    {
        Health=100;
    }

    public void TakeDamage(int health)
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# Classes vs Structs

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  - Everything in a **Class** is **private**
  - Everything in a **Struct** is **public**
- Difference by convention:
  - Structs are used for holding related data and tend not to have functions
  - Classes hold data and functions

# Creating an Instance - C++

```
//Creating on the stack, this will be deleted when it drops out of scope
Player player1=Player();

//Call take damage function, notice we use . to access functions
player.TakeDamage(20);

//Creating on the Heap, please delete!!
Player * player2=new Player();

//Call take damage function, note we use -> to access functions
player->TakeDamage(20);

//Deleting player2 on the heap
if (player2)
{
    delete player2;
    player2=nullptr;
}
```

# Creating an Instance - C#

```
//Create a player
Player player1=new Player();

//Call take Damage
player1.TakeDamage(50);
```

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- Constructors can take in zero or many parameters
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- Deconstructors are called when the instance has been deleted (by the dropping out of scope, or explicitly deleted in C++)
- Constructors have to be names the same as the class
- Deconstructors have the same name as the class but prefixed with $\sim$ (tilde symbol)

# Constructors C++

```
public class Player
{
    public:
        Player()
        {
            Health=100;
            Strength=10;
        };

        Player(int health)
        {
            Health=health;
            Strength=10;
        };

        Player(int health,int strength)
        {
            Health=health;
            Strength=strength;
        };
        ~Player(){};
private:
    int Health;
    int Strength;
};
```

# Constructors C++

```
//Create a player
Player * player1=new Player();

//Create another player with the one parameter constructor
Player player2=Player(10);

//Create another player with the two parameter constructor
Player * player3=new Player(100,20);

delete player1;
delete player2;
```

# Constructors C#

```
class Player
{
    private int Health;
    private int Strength;

    public Player()
    {
        Health=100;
        Strength=10;
    }

    public Player(int health)
    {
        Health=health;
        Strength=10;
    }

    public Player(int health,int strength)
    {
        Health=health;
        Strength=strength;
    }

}
```

# Using Constructors C#

```
//Create a player with the default no parameter constructor
Player player1=new Player();

//Create a player with one parameter constructor
Player player2=new Player(50);

//Create a player with two parametes constructor
Player player3=new Player(120,50);
```

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- This refers to the idea that all data in a class should be hidden by the caller
- This means that **all** variables should be marked **private** or **protected**
- And only functions inside the class can operate on the data
- **Unity - but what about exposing variables to the editor?**
  - You should still make everything private
  - Then use the **(SerializeField)** attribute to make the variable visible in the inspector

# Class Examples - C# Unity

```
using UnityEngine;

public class Player : MonoBehaviour
{
    [SerializeField]
    private int Health;

    public Player()
    {
        Health=100;
    }

    public void TakeDamage(int health)
    {
        Health-=health;
    }

    public void HealDamage(int health)
    {
        Health+=health;
    }
}
```

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# Inheritance

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- Advantages of inheritance includes
  - Code reuse: There is no need to redefine functionality, you can just inherit from a base class
  - Fewer errors: If you build on existing class that is bug free then you are more likely to have less errors
  - Cleaner code: because of the increase of code reuse then your code is more modular and reusable.

# Inheritance Example - C#

```
public class Enemy : MonoBehaviour
{
    (SerializeField)
    proteced int Damage;

    void Start()
    {
        Damage=1;
    }

    public void Attack()
    {
        Debug.Log("The attack causes "+Damage.ToString()+" damage");
    }
}
```

# Inheritance Example - C#

```
public class Boss : Enemy
{
    (SerializeField)
    private int DamageMultiplier;

    void Start()
    {
        Damage=5;
        DamageMultipler=2;
    }

    public void Attack()
    {
        Debug.Log("The attack causes "+Damage.ToString()+" damage");
    }

    public void SpecialAttack()
    {
        int totalDamage=Damage*DamageMultiplier;
        Debug.Log("Special attack causes "+totalDamage.ToString()+" damage");
    }
}
```

# Inheritance Example - C++

```
public class Enemy
{
    public:
        Enemy()
        {
            Damage=1;
        };

        ~Enemy()
        {
        }

        void Attack()
        {
            std::cout<<"The attack causes "<<Damage<<" damage"<<std::endl;
        }
    protected:
        int Damage;
}
```

# Inheritance Example - C++

```
public class Boss : public Enemy
{
    public:
        Boss()
        {
            Damage=5;
            DamageMultiplier=2;
        };

        ~Boss()
        {
        }

        void SpecialAttack()
        {
            int totalDamage=Damage*DamageMultiplier;
            std::cout<<"Special attack causes "<<totalDamage<<" damage"<<std:: ↩
                endl;
        }
    protected:
        int DamageMultiplier;


}
```

# Overriding

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- You should mark any function that you are going to override with the **virtual** keyword
- Then in the child class, you have a function with the same signature which is marked with the **override** keyword

# Overriding Example - C#

```
public class Enemy : MonoBehaviour
{
    (SerializeField)
    proteced int Damage;

    void Start()
    {
        Damage=1;
    }

    public virtual void Attack()
    {
        Debug.Log("The attack causes "+Damage.ToString()+" damage");
    }
}
```

# Overriding Example - C#

```
public class Boss : Enemy
{

void Start()
{
    Damage=5;
}

public override void Attack()
{
    base.Attack();
    Damage+=1;
    Debug.Log("This is the boss attacking");
}
```

# Overriding Example - C++

```
public class Enemy
{
public:
    Enemy()
    {
        Damage=1;
    };

    ~Enemy()
    {
    }

    virtual void Attack()
    {
        std::cout<<"The attack causes "<<Damage<<" damage"<<std::endl;
    }
protected:
    int Damage;
}
```

# Overriding Example - C++

```
public class Boss : public Enemy
{
public:
    Boss()
    {
        Damage=5;
    };

    ~Boss()
    {
    }

    void Attack() override
    {
        Enemy::Attack();
        Damage+=1;
        std::cout<<"This is the boss attacking"<<std::endl;
    }
protected:
    int DamageMultiplier;
}
```

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# Polymorphism

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- The basic idea is that instances of a derived class can be treated as objects of the basic class
- They can be used as parameters for functions and in collections
- We then call the functions on these objects and our code will called the 'correct' version of the function
- This is best illustrated by an example

# Polymorphism example C#

```
class Enemy{/*This has been define in previous slides*/}
class Boss : Enemy{/*Again see previou slides*/}

//This function will be in monobehavior
void DoAttacks(Enemy enemy)
{
    enemy.Attack();
}

//We probably have grabbed these from other game objects
Enemy goblin=new Enemy();
Eneny orc=new Enemy();
Boss ogre=new Boss();

//Call DoAttack on each one of these
DoAttack(goblin);
DoAttack(orc);
DoAttack(ogre);

//This even works if each instance is a list
List<Enemy> enemies=new List<Enemy>();
enemies.Add(goblin);
enemies.Add(orc);
enemies.Add(ogre);

foreach(Enemy e in enemies)
{
    DoAttack(e);
}
```

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# Coffee Break

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# Exercise

# References