C/C++ Program Design

Lab 12, class inheritance

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Class inheritance

- Class inheritance
- Polymorphism (virtual function)
- Inheritance and dynamic memory allocation

Class inheritance

Inheritance is one of the most important feature of object-oriented programming. **Inheritance** allows us to **define a class in terms of another class**, which makes it easier to maintain an application. This also provides an opportunity to **reuse the code** functionality and fast implementation time.

The existing class is called the **base class**, and the new class is called the **derived class**.

Every derived-class object ***is an*** object of its base class, represents an ***is-a*** relationship.

Class inheritance

Inheritance syntax:

class derived_class_name : access_mode   base_class_name

{

Subclass,Derived class, Child class

public, protected, private

Base class, Super class, Parent class

// body of subclass

};

The derived class consists of two parts:

- The subobject of its base class (consisting of the non-static base class data members)
- The derived class portion (consisting of the non-static derived class data members)

If you do not provide a copy constructor or an assignment operator for baseclass and derived class, the compiler will synthesize a copy constructor and assignment operator for both a derived class and a baseclass respectively.

```cpp
class Parent
{
private:
    int id;
    string name;

public:
    Parent():id(1),name("null")
    {
        cout << "calling default constructor Parent()\n";
    }
    Parent(int i,string n) :id(i),name(n)
    {
        cout << "calling Parent constructor Parent(int,string)\n";
    }

    friend ostream& operator<<(ostream& os, const Parent& p)
    {
        return os << "Parent:" << p.id << "," << p.name << endl;
    }
};

class Child :public Parent
{
private:
    int age;

public:
    Child():age(0)
    {
        cout << "call Child default constructor Child()\n";
    }
    Child(int age) :age(age)
    {
        cout << "calling Child constructor Child(int)\n";
    }
    Child(const Parent& p, int age) :Parent(p), age(age)
    {
        cout << "calling Child constructor Child(Parent,int)\n";
    }
    friend ostream& operator<<(ostream& os, const Child& c)
    {
        return os << (Parent&)c << "Child:" << c.age << endl;
    }
};
```

The derived class will call the baseclass default constructor to initialize the component of baseclass.

Calls Parent copy constructor

```cpp
int main()
{
    Parent p(101, "Liming");
    Child c1(19);
    cout << "values in c1:\n" << c1 << endl;

    Child c2(p, 20);
    cout << "values in c2:\n" << c2 << endl;

    Child c3 = c2;
    cout << "values in c3:\n" << c3 << endl;

    Child c4;
    cout << "Before assignment,values in c4:\n" << c4 << endl;

    c4 = c2;
    cout << "values in c4:\n" << c4 << endl;

    return 0;
}
```

Calls Child copy constructor

Calls Child assignment operator

```
calling Parent constructor Parent(int,string)
calling default constructor Parent()
calling Child constructor Child(int)
values in c1:
Parent:1,null
Child:19

calling Child constructor Child(Parent,int)
values in c2:
Parent:101,Liming
Child:20

values in c3:
Parent:101,Liming
Child:20

calling default constructor Parent()
call Child default constructor Child()
Before assignment,values in c4:
Parent:1,null
Child:0

values in c4:
Parent:101,Liming
Child:20
```

Define copy constructor of Child, but it does not initialize the baseclass component.

```cpp
Child(const Child& c) :age(c.age)
{
    cout << "calling Child copy constructor Child(const Child&)\n";
}
```

```cpp
int main()
{
    Parent p(101, "Liming");
    Child c1(19);
    cout << "values in c1:\n" << c1 << endl;

    Child c2(p, 20);
    cout << "values in c2:\n" << c2 << endl;

    Child c3 = c2;
    cout << "values in c3:\n" << c3 << endl;

    Child c4;
    cout << "Before assignment,values in c4:\n" << c4 << endl;

    c4 = c2;
    cout << "values in c4:\n" << c4 << endl;

    return 0;
}
```

```
calling Child constructor Child(int)
values in c1:
Parent:1,null
Child:19

calling Child constructor Child(Parent,int)
values in c2:
Parent:101,Liming
Child:20

calling default constructor Parent()
calling Child copy constructor Child(const Child&)
values in c3:
Parent:1,null
Child:20

calling default constructor Parent()
call Child default constructor Child()
Before assignment,values in c4:
Parent:1,null
Child:0

values in c4:
Parent:101,Liming
Child:20
```

Call Parent copy constructor by Child object.

```cpp
Child(const Child& c) :Parent(c),age(c.age)
{
    cout << "calling Child copy constructor Child(const Child&)\n";
}
```

Note:

When creating an object of a derived class, a program first calls the base-class constructor and then calls the derived-class constructor. The base-class constructor is responsible for initializing the inherited data member. The derived-class constructor is responsible for initializing any added data members. A derived-class constructor always calls a base-class constructor.

When an object of a derived class expires, the program first calls the derived-class destructor and then calls the base-class destructor. That is, **destroying an object occurs in the opposite order used to constructor an object**.

The below table shows the access specifier of the members of base class in the sub class when derived in public, protected and private modes:

Base class member access specifier	Type of Inheritence		
	Public	Protected	Private
Public	Public	Protected	Private
Protected	Protected	Protected	Private
Private	Not accessible (Hidden)	Not accessible (Hidden)	Not accessible (Hidden)

In a base class definition, if a member declared as **protected** can be directly accessed by the **derived classes** but cannot be directly accessed by the general program.

Polymorphism

Polymorphism is one of the most important feature of object-oriented programming. **Polymorphism** works on object **pointers** and **references** using so-called **dynamic binding** at run-time. It does not work on regular objects, which uses static binding during the compile-time.

There are **two key mechanisms for implementing polymorphic public inheritance:**

1. Redefining base-class methods in a derived class

2. Using virtual methods

```cpp
#pragma once
#include <iostream>
#include <string>
using namespace std;

class Employee
{
private:
    string name;
    string ssn;

public:
    Employee(const string& n, const string& s) :name(n), ssn(s)
    {
        cout << "The base class constructor is invoked." << endl;
    }

    ~Employee()
    {
        cout << "The base class destructor is invoked." << endl;
    }
    string getName() const { return name; }
    string getSSN() const { return ssn; }

    void setName(const string& n) { name = n; }
    void setSSN(const string& s) { ssn = s; }

    double earning() {}

    virtual void show()
    {
        cout << "Name is:" << name << ",SSN number is: " << ssn << endl;
    }
};
```

base class

If the access specifier is **protected**, the derived class can access the data

If you use the keyword **virtual**, the program choose a method based on the type of object the reference or pointer refers to rather than based on the reference type or pointer type.

derived class

```cpp
class SalariedEmployee : public Employee
{
private:
    double salary;

public:
    SalariedEmployee(const string& name, const string& ssn,double s) :Employee(name, ssn), salary(s)
    {
        cout << "The derived class constructor is invoked." << endl;
    }
    ~SalariedEmployee()
    {
        cout << "The derived class destructor is invoked." << endl;
    }

    SalariedEmployee(const Employee& e, double s):Employee(e), salary(s) {}

    double getSalary() const { return salary; }
    void setSalary(double s) { salary = s; }

    double earning() { getSalary(); }

    void show()
    {
        cout << "Name is:" << getName() << ",SSN number is: "
            << getSSN() << ",Salary is:" << salary << endl;
    }

};
```

override the function **show()** in SalariedEmployee

invoke base class method in derived class to get the name and snn

```cpp
int main()
{
    Employee e("Liming", "1000");
    SalariedEmployee se("Wangfang", "1001", 2000);

    Employee* pe = &e;
    pe->show();

    pe = &se;
    pe->show();

    return 0;
}
```

```
Name is:Liming, SSN number is: 1000
Name is:Wangfang, SSN number is: 1001, Salary is:2000
```

The pointer type of **pe** is Employee, it points to a different object respectively, and invokes different objects' **show()** functions. This is polymorphism.

Destructors

```
int main()
{
    Employee* pe = new SalariedEmployee("Wangfang", "1001", 2000);

    pe->show();

    delete pe;

    return 0;
}
```

```
The base class constructor is invoked.
The derived class constructor is invoked.
Name is:Wangfang,SSN number is: 1001,Salary is:2000
The base class destructor is invoked.
```

If the destructors is **not virtual**, the delete statement invokes the ***~Employee()*** destructor. This frees memory pointed to by the ***Employee*** component of the ***SalariedEmployee*** object not memory pointed to by **SalariedEmployee** component.

If the destructor is **virtual**, the same code invokes the ***~SalariedEmployee()*** destructor, which frees memory pointed to by the **SalariedEmployee** component, and then calls the ***~Employee()*** destructor to free memory pointed to by the ***Employee*** component.

```
The base class constructor is invoked.
The derived class constructor is invoked.
Name is:Wangfang,SSN number is: 1001,Salary is:2000
The derived class destructor is invoked.
The base class destructor is invoked.
```

Inheritance and Dynamic Memory Allocation

If a **base class** uses dynamic memory allocation and redefines assignment operator and a copy constructor, how does that affect the implementation of the **derived class**? The answer depends on the nature of the derived class.

If the **derived class does not itself use dynamic memory allocation**, you needn't take any special steps.

If the **derived class does use new to allocate memory**, you do have to define an explicit destructor, copy constructor, and assignment operator for the derived class.

```cpp
class Parent
{
private:
    int id;
    char* name;

public:
    Parent(int i = 0, const char* n = "null");
    Parent(const Parent& p);
    virtual ~Parent();
    Parent& operator=(const Parent& prhs);

    friend ostream& operator<<(ostream& os, const Parent& p);
};
```

base class

```cpp
Parent::Parent(int i, const char* n)
{
    cout << "calling Parent default constructor Parent()\n";
    id = i;
    name = new char[std::strlen(n) + 1];
    strcpy_s(name, std::strlen(n) + 1, n);
}
```

base class constructor

derived class constructor

```cpp
Child::Child(int i, const char* n, const char* s, int a) : Parent(i, n)
{
    cout << "call Child default constructor Child()\n";
    style = new char[std::strlen(s) + 1];
    strcpy_s(style, std::strlen(s) + 1, s);
    age = a;
}
```

derived class

```cpp
class Child :public Parent
{
private:
    char* style;
    int age;

public:
    Child(int i = 0, const char* n = "null", const char* s = "null", int a = 0);
    Child(const Child& c);
    ~Child();
    Child& operator=(const Child& crhs);

    friend ostream& operator<<(ostream& os, const Child& c);
};
```

The data fields both in the base class and the derived class hold pointers, which indicate they would use dynamic memory allocation.

```cpp
Parent:: ~Parent()
{
    cout << "Call Parent destructor.\n";
    delete[] name;
}

Child::~Child()
{
    cout << "call Child destructor.\n";
    delete[] style;
}
```

A derived class destructor automatically calls the base-class destructor, so its own responsibility is to clean up after what the derived-class destructors do.

Consider copy constructor:

the base-class copy constructor

```
Parent::Parent(const Parent& p)
{
    cout << "calling Parent copy constructor Parent(const Parent&)\n";
    id = p.id;
    name = new char[std::strlen(p.name) + 1];
    strcpy_s(name, std::strlen(p.name) + 1, p.name);
}
```

The derived class copy constructor can only accesses to its own data, so it must invoke the **base-class** copy constructor to handle the **base-class** share of the data.

```
Child::Child(const Child& c) : Parent(c)
{
    cout << "calling Child copy constructor Child(const Child&)\n";
    style = new char[strlen(c.style) + 1];
    strcpy_s(style, std::strlen(c.style) + 1, c.style);
    age = c.age;
}
```

The member initialization list passes a **Child** reference to a **Parent** constructor.
The **Parent** copy constructor has a **Parent** reference parameter, and a base class reference can refer to a derived type. Thus, the **Parent** copy constructor uses the **Parent** portion of the **Child** argument to constructor the **Parent** portion of the new object.

Consider assignment operators:

```
Parent& Parent::operator=(const Parent& prhs)
{
    cout << "call Parent assignment operator:\n";
    if (this == &prhs)
        return *this;

    delete[] name;
    this->id = prhs.id;
    name = new char[std::strlen(prhs.name) + 1];
    strcpy_s(name, std::strlen(prhs.name) + 1, prhs.name);

    return *this;
}
```

the **Parent** assignment operator

```
Child& Child::operator=(const Child& crhs)
{
    cout << "call Child assignment operator:\n";
    if (this == &crhs)
        return *this;
    Parent::operator=(crhs);

    delete[] style;
    style = new char[std::strlen(crhs.style) + 1];
    strcpy_s(style, std::strlen(crhs.style) + 1, crhs.style);
    age = crhs.age;

    return *this;
}
```

Because **Child** uses dynamic memory allocation, it needs an explicit assignment operator. Being a **Child** method, it only has direct access to its own data.

An explicit assignment operator for a derived class also has to take care of assignment for the inherited base class **Parent** object. You can accomplish this by explicitly calling the base class assignment operator.

```cpp
int main()
{
    Parent p1;
    cout << "values in p1\n" << p1 << endl;
    Parent p2(101, "Liming");
    cout << "values in p2\n" << p2 << endl;

    Parent p3(p1);
    cout << "values in p3\n" << p3 << endl;
    p1 = p2;
    cout << "values in p1\n" << p1 << endl;

    Child c1;
    cout << "values in c1\n" << c1 << endl;
    Child c2(201, "Wuhong", "teenager", 15);
    cout << "values in c2\n" << c2 << endl;
    Child c3(c1);
    cout << "values in c3\n" << c3 << endl;
    c1 = c2;
    cout << "values in c1\n" << c1 << endl;

    return 0;
}
```

```
calling Parent default constructor Parent()
values in p1
Parent:0,null

calling Parent default constructor Parent()
values in p2
Parent:101,Liming

calling Parent copy constructor Parent(const Parent&)
values in p3
Parent:0,null

call Parent assignment operator:
values in p1
Parent:101,Liming

calling Parent default constructor Parent()
call Child default constructor Child()
values in c1
Parent:0,null
Child:null,0

calling Parent default constructor Parent()
call Child default constructor Child()
values in c2
Parent:201,Wuhong
Child:teenager,15

calling Parent copy constructor Parent(const Parent&)
calling Child copy constructor Child(const Child&)
values in c3
Parent:0,null
Child:null,0

call Child assignment operator:
call Parent assignment operator:
values in c1
Parent:201,Wuhong
Child:teenager,15

call Child destructor.
Call Parent destructor.
call Child destructor.
Call Parent destructor.
call Child destructor.
Call Parent destructor.
Call Parent destructor.
Call Parent destructor.
Call Parent destructor.
```

Exercise:

1. Design a stereo graphic class (**CStereoShape** class), and meet the following requirements:

- A virtual function **GetArea**, which can get the surface area of the stereo graphic. Here we let it print out **CStereoShape::GetArea()** and return a value of 0.0, which means that CStereoShape's GetArea is called.
- A virtual function **GetVolume**, which can get the volume of the stereo graphic. Here we let it print out **CStereoShape::GetVolume()** and return a value of 0.0, which means that CStereoShape's GetVolume is called.
- A virtual function **Show**, which print out the description of the stereo graphics. But here we let it print out **CStereoShape::Show()**, which means that show of CStereoShape is invoked.
- A static private integer variable named **numberOfObject**, whose initial value is 0, which denotes the number of Stereo graphics generated by our program.
- A method named **GetNumOfObject()** that returns the value of numberOfObject.
- Add constructor functions based on requirement.

2. Design a cube class (**CCube** class), which inherits the **CStereoShape** and meets the following requirements:

- A no-arg constructor that creates a default Cube.
- A constructor with parameters whose parameters correspond to the length, width, and height of the cube, respectively.
- A copy constructor that creates a Cube object with the specified object of Cube.
- Override **GetArea**, **GetVolume** of the **CStereoShape** class to complete the calculation of the surface area and volume of the cube, respectively.
- Override **Show()** of the **CStereoShape** class to print out the description (includes length, width, height, the surface area and volume) for the **Cube** object.

3. Design a sphere class (**CSphere** class), which inherits the **CStereoShape** and meets the following requirements:

- A no-arg constructor that creates a default Sphere.
- A constructor with parameters whose parameters correspond to the radius of the Sphere.
- A copy constructor that creates a **Sphere** object with the specified object of Sphere.
- Override **GetArea**, **GetVolume** of the **CStereoShape** class to complete the calculation of the surface area and volume of the sphere, respectively.
- Override **Show()** of the CStereoShape class to print out the description (includes radius, the surface area and volume) for the **Sphere** object.

4. Write a test program and complete at least the following tasks in the main functions:

- Create a **Ccube** object named **a_cube**, which the length, width and height are 4.0, 5.0, 6.0 respectively.
- Create a **CSphere** object named **c_sphere**, which radius is 7.9.
- Define the **CStereoShape** pointer **p**, point **p** to **a_cube**, and then print the information of **a_cube** to the terminal by **p**.
- Point **p** to **c_sphere**, then print the information of **c_sphere** to the terminal by p.
- Points out the **number** of Stereo graphics created by the test program.

Note that you may need to use the "setf( )" and "precision( )" formatting methods to set output mode.

Output sample:

```
Cube lenght:4   width:5 height:6
Cube area:108   volume:120
Sphere radius:7.9       area:783.87     volume:2064.19
2 objects are created.
```