

## UEE 1303(1067): Object-Oriented Programming

### Lab #10: Polymorphism

In this laboratory session you will:

- the concept of polymorphism in object-oriented programming.

#### Lab 10-1: Virtual Destructor

- ✓ Recall the classes `Point2D` and `Point4D` we defined in Lab #8 (Inheritance)

```
// lab10-1.cpp
#include <iostream>
using namespace std;
class Point2D
{
public:
    Point2D() {
        x = new int (0);
        y = new int (0);
        cout << "New X and Y" << endl;
    }
    ~Point2D()
    {
        delete x;
        delete y;
        cout << "Delete X and Y" << endl;
    }
private:
    int *x;
    int *y;
};
class Point4D : public Point2D
{
public:
    Point4D() : Point2D() {
        z = new int (0);
        t = new int (0);
    }
};
```

```
        cout << "New Z and T " << endl;
    }
    ~Point4D(){
        delete z;
        delete t;
        cout << "Delete Z and T" << endl;
    }
private:
    int *z;
    int *t;
};
int main()
{
    Point2D *pt = new Point4D;
    delete pt;
    return 0;
}
```

- The above program will produce the output  
New X and Y  
New Z and T  
Delete X and Y
- Note that, it is valid to create a Point2D pointer by Point4D object since every Point4D is a Point2D. It is invalid to write as “Point4D \*pt = new Point2D;”
- In this example, proper cleanup is not achieved here. That is because the new operator constructed an object of type Point4D, but the delete operator cleaned up an object of type Point2D pointed to by pt.
- Please declare the destructor of the base class Point2D to be **virtual**, and execute the program again.

### Lab 10-2: Virtual Function

- ✓ Virtual destructor provides run-time polymorphism to proper cleanups. Similarly, virtual functions are also used to allow run-time polymorphism as the following example.

```
// lab10-2.cpp
#include <iostream>
using namespace std;
```

```
/* The Point2D and Point4D defined in lab10-1 */
/* Add declarations of display() in Point2D and Point4D,
respectively. */
void Point2D::display() const
{
    cout << *x << ", " << *y;
}
void Point4D::display() const
{
    Point2D::display();
    cout << ", " << *z << ", " << *t;
}
int main()
{
    Point2D *pt = new Point4D;
    pt->display(); cout << endl;
    delete pt;
    return 0;
}
```

- The above program shows “0,0” for pt on screen. However, pt is created by object of type Point4D, and the expected result should be “0,0,0,0”.
- Please declare the display of the base class Point2D as a **virtual** function, and execute the program again.
- In general, a class with a virtual function should have a virtual destructor, because run-time polymorphism is expected for such a class.

### Lab 10-3: Abstract Classes

- ✓ A virtual function is called a **pure** virtual function if it is declared but its definition is not provided. A class with one or more **pure** virtual functions is called an *abstract class*.

```
// lab10-3.cpp
#include <iostream>
using namespace std;
class Shape
{
public:
    virtual void draw() = 0;
```

```
    virtual bool is_closed() = 0;
    virtual ~Shape() {}
protected:
    int color;
};
int main()
{
    Shape s;
    return 0;
}
```

- The object of an abstract class cannot be defined. It is illegal to define as “Shape s;”
- Some virtual functions in a base class can only be declared but cannot be defined, since the base class may not have enough information to do so and such virtual functions are only meant to provide a common interface for the derived classes.

✓ Class Circle is derived from the abstract class Shape.

```
// lab10-3-1.cpp
#include <iostream>
using namespace std;
/* abstract class Shape defined in lab10-3 */
/* general class Point2D defined in lab10-2 */
class Circle: public Shape
{
public:
    // constructor of Circle.
    void draw();
    bool is_closed() { return true; }
private:
    Point2D center;
    double radius;
};
int main()
{
    Point2D pt(3,4);
    Circle c(pt,5,255);
}
```

```
c.draw();  
return 0;  
}
```

- Please finish the program as task A in exercise 10-1. Note that, you can add any member function to the abstract class Shape or class Point2D if necessary.
- ✓ Class Polygon is also an abstract class since it has pure virtual functions draw(), which are inherited from its base class Shape but have not been defined. Thus objects of Polygon cannot be created. However, Triangle is no longer an abstract class since it does not contain any pure virtual functions.

```
// lab10-3-2.cpp  
#include <iostream>  
using namespace std;  
/* abstract class Shape defined in lab9-3 */  
/* general class Point2D defined in lab9-2 */  
class Polygon: public Shape  
{  
public:  
    bool is_closed() { return true; }  
};  
class Triangle: public Polygon  
{  
public:  
    // constructor for Triangle  
    ~Triangle() { delete [] vertices; }  
    void draw();  
private:  
    Point2D *vertices;  
};  
int main()  
{  
    Point2D *vec = new Point2D[3];  
    vec[0].setPoint2D(1,1);  
    vec[1].setPoint2D(6,1);  
    vec[2].setPoint2D(1,8);
```

```
Triangle t(vec,255);  
delete []vec;  
t.draw();  
return 0;  
}
```

- Please finish the program as task B in exercise 10-1. Note that, you can add any member function to the abstract class Shape or class Point2D if necessary.

### Exercise 10-1

- ✓ Task A: Please finish the program lab10-3-1 and show the follows on screen.

```
Color: 255  
Center: 3,4  
Radius: 5
```

- ✓ Task B: Please finish the program lab10-3-2 and show the follows on screen.

```
Color: 255  
Vertices:  
1,1  
6,1  
1,8
```

- ✓ Task C: Define a class Shape which includes a virtual function area() to compute the area of a shape. Three classes Triangle, Circle and Rectangle are derived from Shape, respectively, and override the virtual function area() in each of the derived classes. In main function, create an array of pointers to Shape that actually point to objects of Triangle, Circle and Rectangle, and create an array of Point2D. Call area() to calculate the area for each of the Shape objects. The main function is defined as follows.

```
int main()  
{  
    Point2D pt(3,4);  
    Circle cir(pt, 5);  
    Point2D *vec = new Point2D [3];  
    vec[0].setPoint2D(1,1);  
    vec[1].setPoint2D(1,6);  
}
```

```
vec[2].setPoint2D(8,1);
Triangle tri(vec);
delete []vec;

vec = new Point2D [4];
vec[0].setPoint2D(1,1);
vec[1].setPoint2D(6,1);
vec[2].setPoint2D(6,6);
vec[3].setPoint2D(1,6);
Rectangle rect(vec);
delete [] vec;

Shape *collection[3];
collection[0] = &cir;
collection[1] = &tri;
collection[2] = &rect;
cout << "Area of Circle: " << collection[0]->area()
    << endl;
cout << "Area of Triangle: " << collection[1]->area()
    << endl;
cout << "Area of Rectangle: " << collection[2]->area()
    << endl;
return 0;
}
```

### Exercise 10-2 (Matrix)

- ✓ Mtx is an abstract class which defines the interface of derived class. FullMatrix and SymmetricMatrix are two derived class and inherit from abstract class Mtx. Moreover, UpperTriMatrix and LowTriMatrix inherit from SymmetricMatrix. Please finish this program and show correct results. Note that you can add any member if necessary.

```
#include <iostream>
using namespace std;
class Mtx
{
public:
    virtual int &operator()(int i, int j) = 0;
```

```
    virtual const int &operator() (int i, int j) const =
0;
    virtual void showMatrix() const = 0;
    virtual ~Mtx() {}
protected:
    int dim;
};
class FullMatrix: public Mtx
{
public:
    FullMatrix(int n)
    {
        dim = n;
        matrix = new int *[dim];
        for (int i = 0; i < dim; i++)
            matrix[i] = new int [dim];
        for (int i = 0; i < dim; i++)
            for (int j = 0; j < dim; j++)
                matrix[i][j] = 0;
    }
    int &operator() (int i, int j)
    {
        // you may provide boundary checking
        return matrix[i][j];
    }
    // ...
private:
    int **matrix;
};
class SymmetricMatrix: public Mtx
{
public:
    SymmetricMatrix(int n)
    {
        dim = n;
        matrix = new int *[dim];
        for (int i = 0; i < dim; i++)
```



```
        matrix[i] = new int [i+1];
    for (int i = 0; i < dim; i++)
        for (int j = 0; j <= i; j++)
            matrix[i][j] = 0;
    }
    int &operator()(int i, int j)
    {
        // you need provide boundary checking
        if (i >= j)
            return matrix[i][j];
        else
            return matrix[j][i];
    }
    // ...
private:
    int **matrix;
};
class LowTriMatrix: public SymmetricMatrix
{
public:
    LowTriMatrix(int n): SymmetricMatrix(n){}
    // ...
};
class UpperTriMatrix : public SymmetricMatrix
{
public:
    UpperTriMatrix(int n): SymmetricMatrix(n){}
    // ...
};
int main()
{
    FullMatrix A(2);
    A(0,0) = 5; A(0,1) = 4; A(1,0) = 3; A(1,1) = 6; A(100,100)
= 10;
    SymmetricMatrix B(2);
    B(0,0) = 5; B(1,0) = 3; B(1,1) = 6; B(100,100) = 10;
    UpperTriMatrix C(2);
```

```
C(0,0) = 5; C(0,1) = 3; C(1,1) = 6; C(100,100) = 10;
LowTriMatrix D(2);
D(0,0) = 5; D(1,0) = 3; D(1,1) = 6; D(100,100) = 10;
// you should not assign A(100,100), B(100,100),
C(100,100) and D(100,100)
UpperTriMatrix E(2);
E(0,0) = 5; E(1,0) = 3; E(1,1) = 6; // you should not
assign E(1,0)
LowTriMatrix F(2);
F(0,0) = 5; F(0,1) = 3; F(1,1) = 6; // you should not
assign F(0,1)
Mtx *vec[6];
vec[0] = &A; vec[1] = &B;
vec[2] = &C; vec[3] = &D;
vec[4] = &E; vec[5] = &F;
for (int i = 0; i < 6; i++)
{
    vec[i]->showMatrix(); cout << endl;
}
return 0;
}
```

✓ The results are,

```
5 4
3 6

5 3
3 6

5 3
0 6

5 0
3 6

5 0
0 6
```

5 0
0 6