

Inheritance

- the _____ (derived/base) class is the _____ (parent/child)
- the _____ (derived/base) class is the _____ (parent/child)
- a _____ (parent/child) has an is-a relationship with the _____ (parent/child)

(More) Concretely

- the _____ class is the _____
- the _____ class is the _____
- a _____ is a(n) _____

What is not inherited?

What is inherited?

How does privacy interact with inheritance?

Animal

```
class Animal {
public:
    Animal(string sound): sound_(sound) {}
    string MakeSound() {return sound_; }
    virtual int GetSpeed() {return 0; }
private:
    std::string sound_;
}
```

Reptile

```
class Reptile : public Animal {
public:
    Reptile(std::string sound):
        Animal(sound + "rawr") {}

    int GetSpeed() {return 2; }
}
```

Mammal

```
class Mammal : public Animal {
public:
    Mammal():
        Animal("fuzzy fuzz") {}
    int GetSpeed() {return 3; }
}
```

Turtle

```
class Turtle : public Reptile {
public:
    Turtle(): Reptile("turtle turtle") {}
    int GetSpeed() {return 1; }
}
```

```
// We could instantiate some Animals as follows:
Turtle t;
Mammal gopher;
Animal *cow = new Animal("moo");

std::cout << t.MakeSound() << std::endl;
std::cout << gopher.MakeSound() << std::endl;
std::cout << cow->MakeSound() << std::endl;
```

What is the output of the above code?

Would the below code work? why/why not?

```
std::vector<Animal> vec = {t, gopher, *(cow)};
```

Dynamic Dispatch

What is dynamic dispatch? How does it relate to the `virtual` keyword?

```
// Now, let's instantiate some more objects as follows:
Animal * t2 = new Turtle();
Animal * m2 = new Mammal();
Animal * r2 = new Reptile("hiss");
```

Would the below code work? why/why not?

```
std::vector<Animal *> vec = {t2, m2, r2};
```

Answer:

What method(s) are called in the following code?

```
// which method is being called for these function calls?
for (int i = 0; i < vec.size(); i++) {
    std::cout << vec[i]->MakeSound() << std::endl;
}
```

method(s) called

What method(s) are called in the following code?

```
// which method is being called for these function calls?
for (int i = 0; i < vec.size(); i++) {
    std::cout << vec[i]->GetSpeed() << std::endl;
}
```

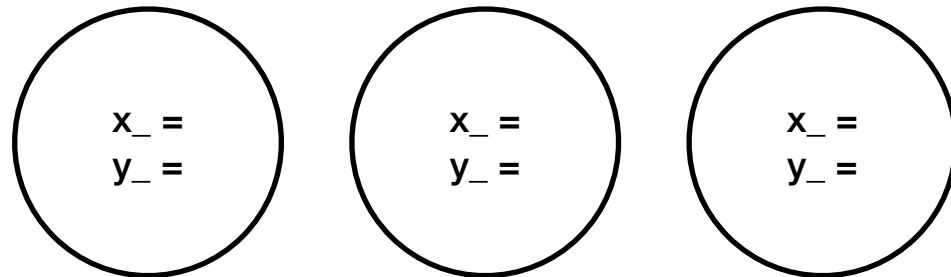
method(s) called

What would happen if `GetSpeed()` had not been marked `virtual`?

Non static fields

```
Point.h  
  
int x_;  
int y_;
```

Point instances



Non static methods

```
Point.h  
  
double Distance(const Point & other) const;
```

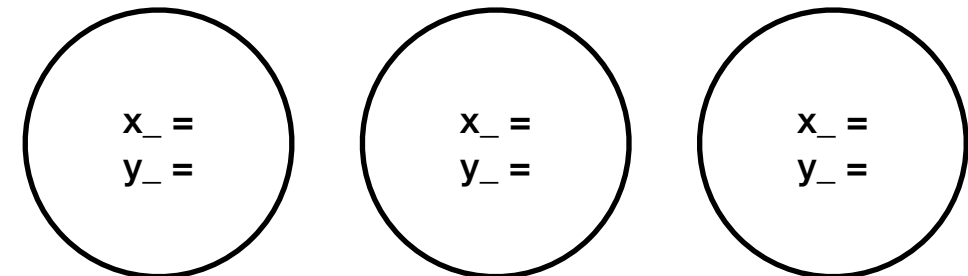


Static fields

```
Point.h  
  
static int x_;  
static int y_;
```

```
Point.cpp  
  
int Point::x_ = ;  
int Point::y_ = ;
```

Point instances



Static methods

```
Point.h  
  
static double Distance(const Point & p1, const Point & p2);
```

