

# Lecture 34 – Abstract Classes

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# The Shape of Things to Come

In an earlier example we considered the idea of a Shape class as a parent class.

It had several descendants, such as circle, rectangle, triangle...

And suppose that they should all have double ComputeArea( ).

But it makes no real sense to create an instance of a Shape object directly – it needs to be something.

The solution is an **abstract class**.

An abstract class can only be used as a base to derive other classes from.

You cannot create an instance of an abstract class, because it is “incomplete”.

It is, however, a way to create a partial class definition that can be extended as is necessary.

To be abstract, the class must contain one **pure virtual function**.

To declare a pure virtual function, we use the keyword `virtual` as well as an assignment to zero.

```
virtual double ComputeArea( ) = 0;
```

You may have multiple pure virtual functions in a class, and they may be of any type and take any parameters.

A class that extends an abstract class can go down one of two routes.

- 1 Either it implements all the pure virtual functions; or
- 2 It will itself also be an abstract class.

Example: abstract class *A* has 5 pure virtual methods.

*B* extends *A* and implements all 5: *B* is not an abstract class.

*C* extends *A* and implements 4 of the 5: *C* is abstract.

*D* extends *C* and does not implement the “missing” abstract function: *D* is abstract.

*E* extends *D* and implements the last function: *E* is not abstract.

In theory, additional pure virtual functions could be introduced in, say, *D*, which *E* would also have to implement.

Other programming languages like Java and C# have the concept of an **interface**.

An interface is like an abstract class that has no methods or fields implemented in it at all; all functions are virtual.

Thus, the same behaviour in C++ can be achieved with an abstract class with all pure virtual functions.