



Computer Programming Course

## From Inheritance to Polymorphism

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# Today's topic

- Inheritance review
- Polymorphism

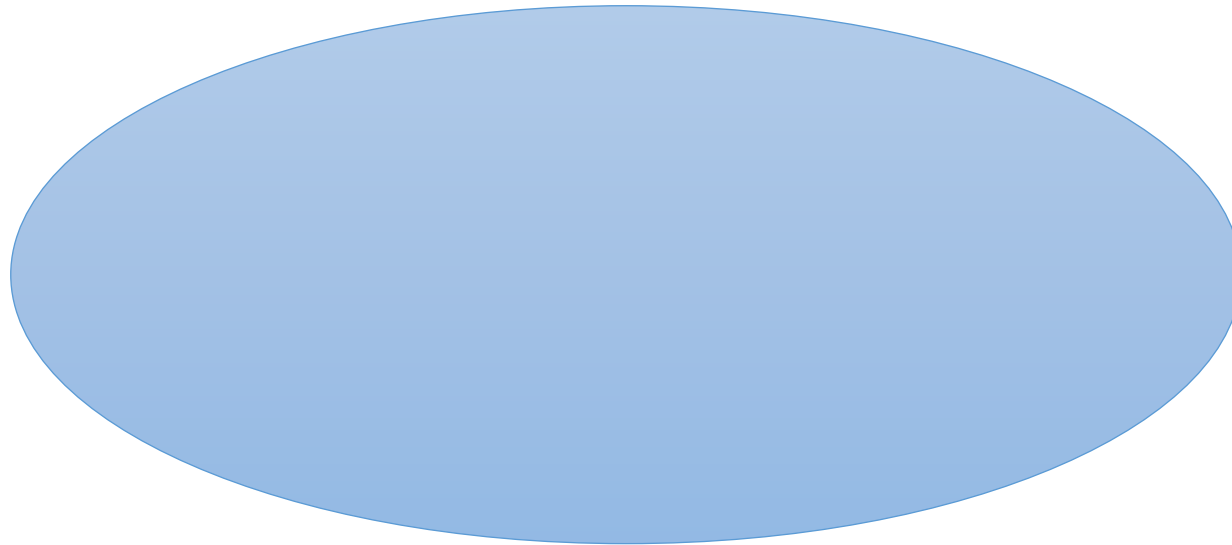
All slides adapted from:

[Introduction To C Memory Management And C++ Object-Oriented Programming](#)

# Inheritance

# Types

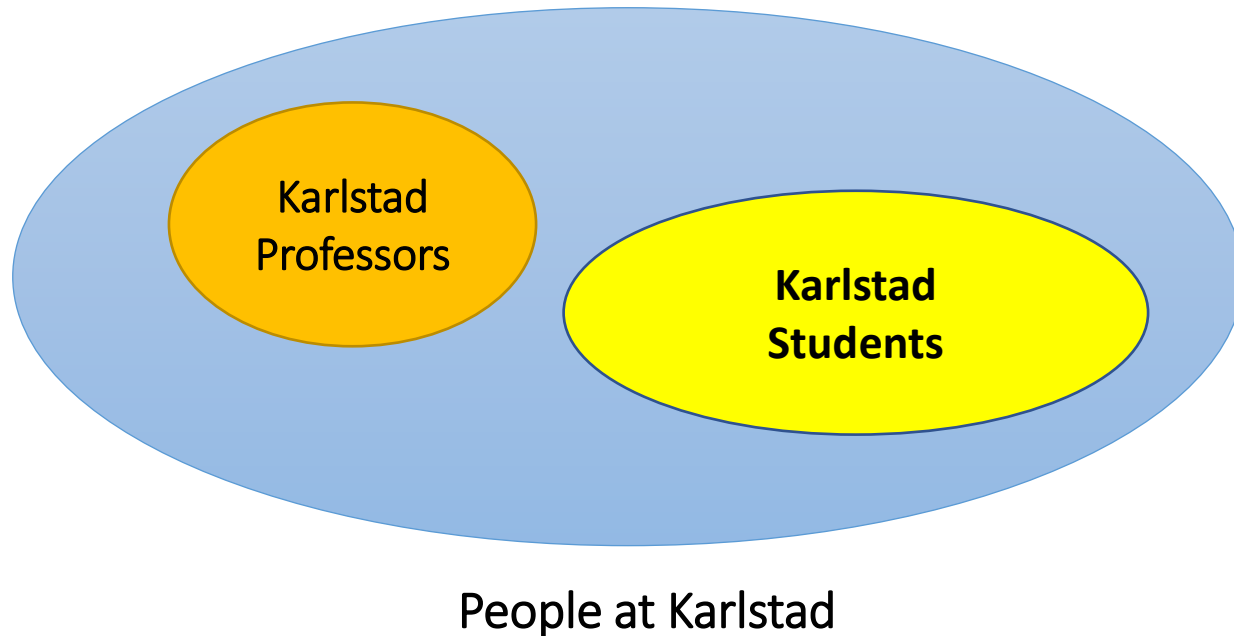
A Class defines a set of objects, or a **type**



People at Karlstad

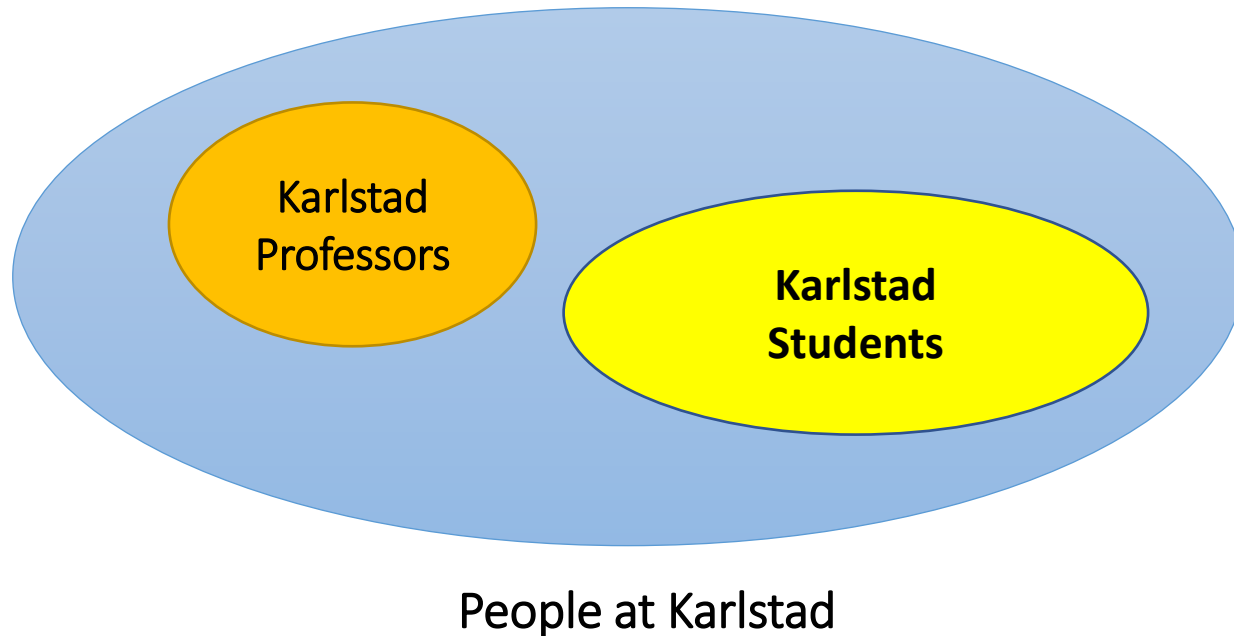
# Types within a type

Some objects are distinct from others in some ways

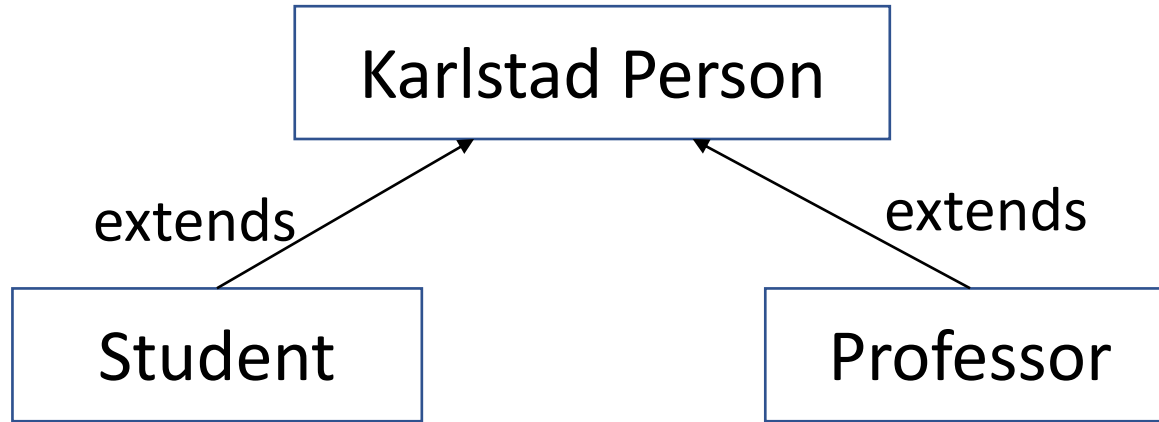


# Subtype

Karlstad professor and student are **subtypes** of Karlstad people

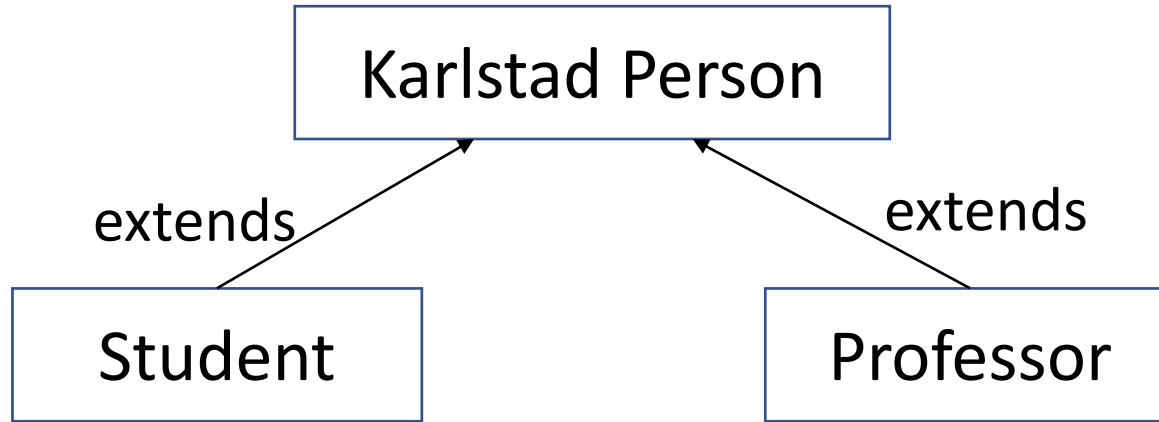


# Type hierarchy



What characteristics /behaviors do people at Karlstad have in common?

# Type hierarchy

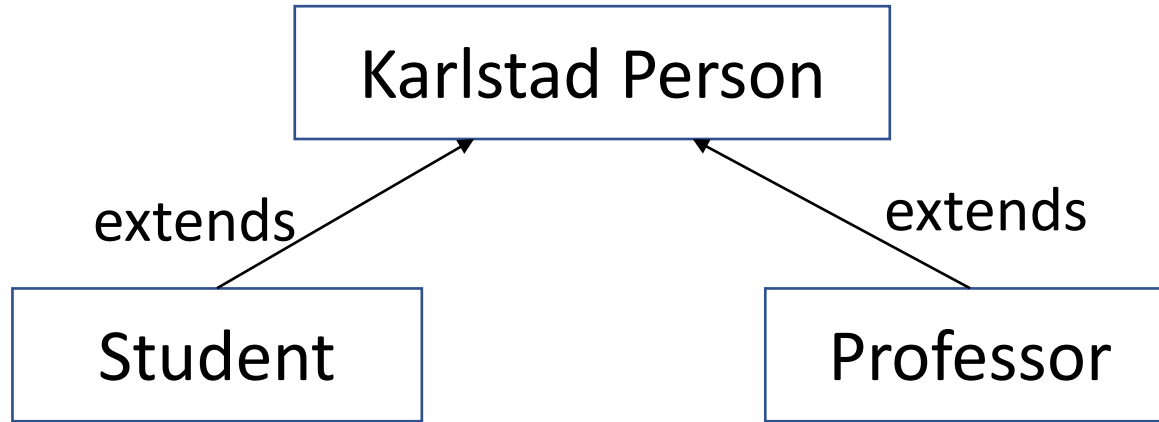


What characteristics /behaviors do people at Karlstad have in common?

- ⊙ name, ID, address
- ⊙ change address, display profile



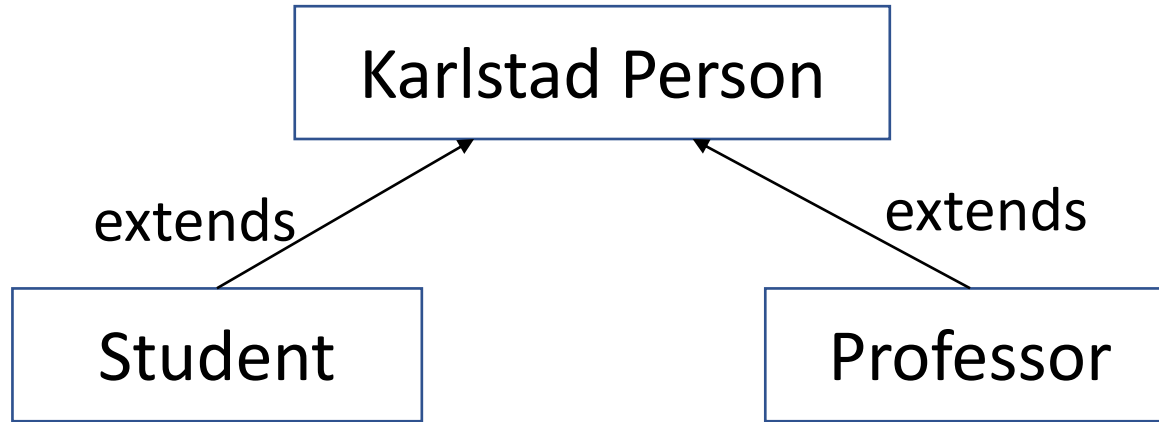
# Type hierarchy



What things are special about students?

- ⊙ course number, classes taken, year
- ⊙ add a class taken, change course

# Type hierarchy



What things are special about professors?

- ⊙ course number, classes taught, rank (lecturer, senior lecturer, etc.)
- ⊙ add a class taught, promote

# Inheritance

A subtype **inherits** characteristics and behaviors of its base type.

e.g. Each Karlstad student has

Characteristics:

**name**

**ID**

**address**

course number

classes taken

year

Behaviors:

**display profile**

**change address**

add a class taken

change course

# Base type: KarlstadPerson

```
#include <string>

class KarlstadPerson {

protected:
    int id;
    std::string name;
    std::string address;

public:

    KarlstadPerson(int id, std::string name, std::string address);

    void displayProfile();
    void changeAddress(std::string newAddress);

};
```

# Base type: KarlstadPerson

```
#include <string>

class KarlstadPerson {

protected:
    int id;
    std::string name;
    std::string address;


public:

    KarlstadPerson(int id, std::string name, std::string address);

    void displayProfile();
    void changeAddress(std::string newAddress);

};
```

namespace prefix



# Base type: KarlstadPerson

```
#include <string>

class KarlstadPerson {
    protected:
        int id;
        std::string name;
        std::string address;


    public:

        KarlstadPerson(int id, std::string name, std::string address);

        void displayProfile();
        void changeAddress(std::string newAddress);

};
```

access control



# Access control

## Public

accessible by anyone

## Protected

accessible inside the class and by all of its subclasses

## Private

accessible only inside the class, NOT including its subclasses

# Subtype: Student

```
#include <iostream>
#include <vector>
#include "KarlstadPerson.h"
#include "Class.h"

class Student : public KarlstadPerson {

    int course;
    int year;      // 1 = freshman, 2 = sophomore, etc.
    std::vector<Class*> classesTaken;

public:
    Student(int id, std::string name, std::string address, int course, int year);

    void displayProfile();
    void addClassTaken(Class* newClass);
    void changeCourse(int newCourse);
};
```



# Subtype: Student

```
#include <iostream>
#include <vector>
#include "KarlstadPerson.h"
#include "Class.h"

class Student : public KarlstadPerson {

    int course;
    int year;        // 1 = freshman, 2 = sophomore, etc.
    std::vector<Class*> classesTaken;

public:
    Student(int id, std::string name, std::string address, int course, int year);

    void displayProfile();
    void addClassTaken(Class* newClass);
    void changeCourse(int newCourse);
};
```

dynamic array,  
Part of C++ standard library



# Subtype: Student

```
#include <iostream>
#include <vector>
#include "KarlstadPerson.h"
#include "Class.h"

class Student : public KarlstadPerson {
    int course;
    int year;    // 1 = freshman, 2 = sophomore, etc.
    std::vector<Class*> classesTaken;

public:
    Student(int id, std::string name, std::string address, int course, int year);

    void displayProfile();
    void addClassTaken(Class* newClass);
    void changeCourse(int newCourse);
};
```



# Constructing an object of subclass

```
#include <iostream>
#include <vector>
#include "KarlstadPerson.h"
#include "Class.h"

class Student : public KarlstadPerson {

    int course;
    int year;    // 1 = freshman, 2 = sophomore, etc.
    std::vector<Class*> classesTaken;

public:
    Student(int id, std::string name, std::string address, int course, int year);

    void displayProfile();
    void addClassTaken(Class* newClass);
    void changeCourse(int newCourse);
};
```

# Constructing an object of subclass

```
// in Student.cc
```

```
Student::Student(int id, std::string name, std::string address,  
                 int course, int year) : KarlstadPerson(id, name, address) {  
    this->course = course;  
    this->year = year;  
}
```

```
// in KarlstadPerson.cc
```

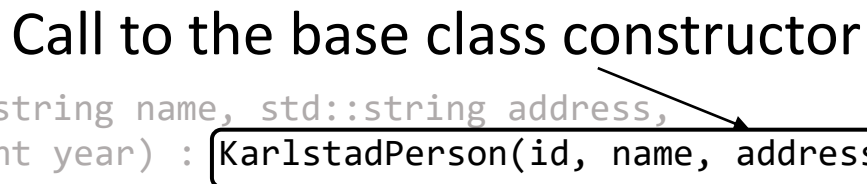
```
KarlstadPerson::KarlstadPerson(int id, std::string name, std::string address){  
    this->id = id;  
    this->name = name;  
    this->address = address;  
}
```

# Constructing an object of subclass

// in Student.cc

Call to the base class constructor

```
Student::Student(int id, std::string name, std::string address,  
                int course, int year) : KarlstadPerson(id, name, address) {  
    this->course = course;  
    this->year = year;
```



// in KarlstadPerson.cc

```
KarlstadPerson::KarlstadPerson(int id, std::string name, std::string address){  
    this->id = id;  
    this->name = name;  
    this->address = address;  
}
```

# Constructing an object of subclass

```
Student* james = new Student(971232, "James Lee", "32 Vassar St.", 6, 2);
```



name = "James Lee"

ID = 971232

address = "32 Vassar St."

Course number = 6

Classes taken = non yet

Year = 2

# Overriding a method in base class

```
class KarlstadPerson {  
protected:  
    int id;  
    std::string name;  
    std::string address;  
public:  
    KarlstadPerson(int id, std::string name, std::string address);  
    void displayProfile();  
    void changeAddress(std::string newAddress);  
};
```

```
class Student : public KarlstadPerson {  
    int course;  
    int year;        // 1 = freshman, 2 = sophomore, etc.  
    std::vector<Class*> classesTaken;  
public:  
    Student(int id, std::string name, std::string address, int course, int year);  
    void displayProfile(); // override the method to display courses & classes  
    void addClassTaken(Class* newClass);  
    void changeCourse(int newCourse);  
};
```

# Overriding a method in base class

```
void KarlstadPerson::displayProfile() { // definition in KarlstadPerson.cc
    std::cout << "-----\n";
    std::cout << "Name: " << name << " ID: " << id
                << " Address: " << address << "\n";
    std::cout << "-----\n";
}
```

```
void Student::displayProfile(){ // definition in Student.cc
    std::cout << "-----\n";
    std::cout << "Name: " << name << " ID: " << id
                << " Address: " << address << "\n";
    std::cout << "Course: " << course << "\n";
    std::vector<Class*>::iterator it;
    std::cout << "Classes taken:\n";
    for (it = classesTaken.begin(); it != classesTaken.end(); it++){
        Class* c = *it;
        std::cout << c->getName() << "\n";
    }
    std::cout << "-----\n";
}
```



# Overriding a method in base class

```
KarlstadPerson* john= new KarlstadPerson(901289, "John Doe", "500 Massachusetts Ave.");  
Student* james = new Student(971232, "James Lee", "32 Vassar St.", 6, 2);  
Class* c1 = new Class("6.088");  
james->addClassTaken(c1);  
john->displayProfile();  
james->displayProfile();
```

```
-----  
Name: John Doe ID: 901289 Address: 500 Massachusetts Ave.  
-----  
-----
```

```
Name: James Lee ID: 971232 Address: 32 Vassar St.
```

```
Course: 6
```

```
Classes taken:
```

```
6.088  
-----
```

# Polymorphism

# Polymorphism

Ability of type **A** to appear as and be used like another type **B**

e.g. A **Student** object can be used in place of a **KarlstadPerson** object

# Actual type vs. declared type

Every variable has a **declared type** at compile-time

But during run-time, the variable may refer to an object with an **actual type**  
(either the same or a subclass of the declared type)

```
KarlstadPerson* john= new KarlstadPerson(901289, "John Doe", "500 Massachusetts Ave.");  
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);
```

What are the declared types of john and steve?

What about actual types?

# Calling an overridden function

```
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);  
steve->displayProfile();
```

# Calling an overridden function

```
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);  
steve->displayProfile();
```

```
-----  
Name: Steve ID: 911923 Address: 99 Cambridge St.  
-----
```

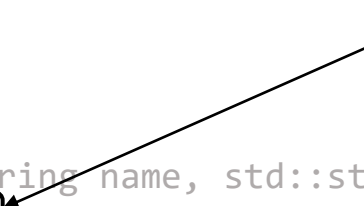
Why doesn't it display the *course number* and *classes taken*?

# Virtual functions

Declare overridden methods as **virtual** in the base

```
class KarlstadPerson {  
    protected:  
        int id;  
        std::string name;  
        std::string address;  
    public:  
        KarlstadPerson(int id, std::string name, std::string address);  
        virtual void displayProfile();  
        virtual void changeAddress(std::string newAddress);  
};
```

'virtual' keyword



# Calling a virtual function

```
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);  
steve->displayProfile();
```

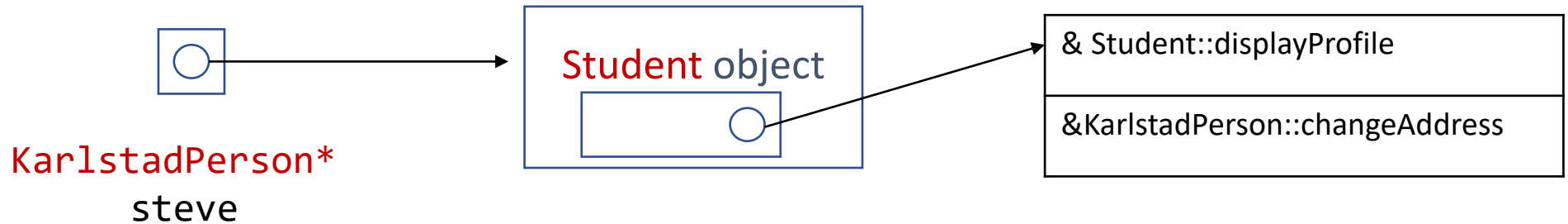
```
-----  
Name: Steve ID: 911923 Address: 99 Cambridge St.  
Course: 18  
Classes taken:  
-----
```



# What goes on under the hood?

## Virtual table

- Stores pointers to all virtual functions
- Created per each class
- Looking up during function call



Note “changeAddress” is declared virtual in but not overridden

# Virtual destructor

Should destructors in a base class be declared as virtual? Why or why not?

# Virtual destructor

Should destructors in a base class be declared as virtual? Why or why not?

**Yes!** We must always clean up the mess created in the subclass  
(otherwise , risks for memory leaks!)

Please try the corresponding demo (available in course GitHub page)

# Virtual destructor in KarlstadPerson

```
class KarlstadPerson {  
protected:  
    int id;  
    std::string name;  
    std::string address;  
  
public:  
    KarlstadPerson(int id, std::string name, std::string address);  
    virtual ~KarlstadPerson();  
    virtual void displayProfile();  
    void changeAddress(std::string newAddress);  
}
```

# Virtual constructor

Can we declare a constructor as virtual? Why or why not?

# Virtual constructor

Can we declare a constructor as virtual? Why or why not?

**No!** not in C++. when constructor of a class is executed there is no VT in memory, means no virtual pointer defined yet. Hence the constructor should always be non-virtual.

# Until next time...

## Assignments

- Homework #5 (due 11.59 PM Friday, 9.12.2022)
- Lab assignment #5  
Title: Completing Karlstad classes source code for processing salaries of university employees
- You may access the *lecture slides*, *demo codes*, *homework*, and *lab assignment* at:  
The course gitub:  
<https://github.com/Mahdi-abbasi1358/CProgramming>

## Next lecture

- Pure virtual functions
- Abstract base classes
- C++ tricks

# References

Thinking in C++ (B. Eckel) **Free online edition!**

Essential C++ (S. Lipman)

Effective C++ (S. Meyers)

C++ Programming Language (B. Stroustrup)



# Extra slides

# Type casting

```
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);  
Class* c1 = new Class("6.088");  
steve->addClassTaken(c1);
```

What will happen?

# Type casting

```
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);  
Class* c1 = new Class("6.088");  
steve->addClassTaken(c1); X
```

Can only invoke methods of declared type!

“addClassTaken” is not a member of KarlstadPerson

# Type casting

```
KarlstadPerson* steve = new Student(911923, "Steve", "99 Cambridge St.", 18, 3);  
Class* c1 = new Class("6.088");  
  
Student* steve2 = dynamic_cast<Student*>(steve);  
  
steve2->addClassTaken(c1); // OK
```

Use “dynamic\_cast<...>” to **downcast** the pointer

# Static vs. dynamic casting

Can also use “static\_cast<...>”

```
Student* steve2 =  
    static_cast<Student*>(steve);
```

Cheaper but dangerous! No runtime check!

```
KarlstadPerson* p = KarlstadPerson(...);  
Student* s1 = static_cast<Student*>(p);    // s1 is not checked! Bad!  
Student* s2 = dynamic_cast<Student*>(p);    // s2 is set to NULL
```

Use “static\_cast<...>” only if you know what you are doing!

# Subtype: Student

```
#include <iostream>
#include <vector>
#include "KarlstadPerson.h"
#include "Class.h"

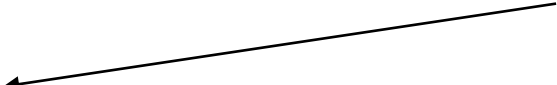
class Student : public KarlstadPerson {

    int course;
    int year;      // 1 = freshman, 2 = sophomore, etc.
    std::vector<Class*> classesTaken;

public:
    Student(int id, std::string name, std::string address, int course, int year);

    void displayProfile();
    void addClassTaken(Class* newClass);
    void changeCourse(int newCourse);
};
```

What if this is **private**?





# Virtual destructor example


```
class Base1 {
public:
    ~Base1() {std::cout << "~Base1()\n";}
};
class Derived1: public Base1 {
public:
    ~Derived1() {cout<<" ~Derived1()\n";};
};

class Base {
public:
    virtual ~Base2() {std::cout << "~Base2()\n";}
};
class Derived2: public Base2 {
public:
    ~Derived2() {cout<<" ~Derived2()\n";};
}
int main(){
    Base1* bp= new Derived1; // Upcast
    delete bp;
    Base1* b2p= new Derived2; // Upcast
    delete b2p;
    return 0;
}
```



 main ▾

 1 branch

 0 tags


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 Code ▾



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5264ac2 39 seconds ago  7 commits



Lecture code

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39 seconds ago



demofiles

Simple short demo c++ files illustrating techniques related to polymor...

5 minutes ago



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