
Nasleđivanje

- ❖ Pravimo apstrakciju “hotelskog predvorja” u kom je više časovnika koji pokazuju trenutno vreme u različitim gradovima sveta:

```
class Lobby {
public:
    Lobby (unsigned numOfClocks, string cities[], int lags[]);

    void tick (); // Tick a second
    void print (); // Displays the clocks
    void setTime (int h, int m, int s); // Sets the referential time

private:
    int num;
    Clock* clocks[MaxNumOfClocks];
    string cities[MaxNumOfClocks];
    int lags[MaxNumOfClocks];

};
```

Nasleđivanje

```
Lobby::Lobby (unsigned n, string ct[], int lg[]) {
    num = (n>MaxNumOfClocks) ? MaxNumOfClocks : n;
    for (int i=0; i<num; i++) {
        cities[i] = ct[i];
        lags[i] = lg[i] % 24;
        int h = 0 + lags[i];
        if (h<0) h = 24+h;
        clocks[i] = new Clock(h,0,0);
    }
}

void Lobby::tick () {
    for (int i=0; i<num; i++) clocks[i]->tick();
}

void Lobby::print () {
    for (int i=0; i<num; i++)
        cout<< cities[i] << ": " << clocks[i]->getTime() << endl;
}

void Lobby::setTime (int hh, int mm, int ss) {
    for (int i=0; i<num; i++) {
        int h = hh + lags[i];
        if (h>=24) h %= 24;
        if (h<0) h = 24+h;
        clocks[i]->setTime(h,mm,ss);
    }
}
```