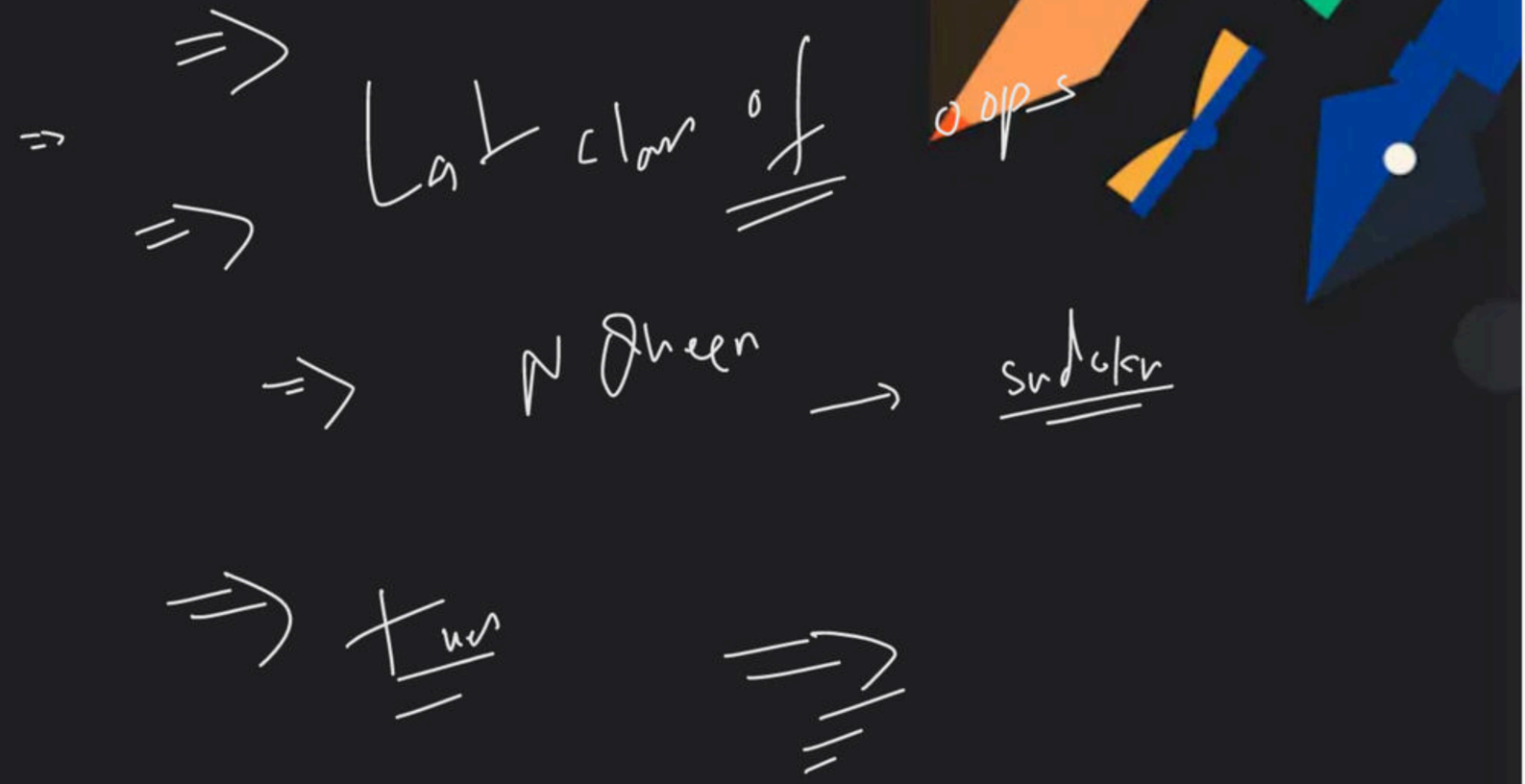


OOPs Class-3

Special class

Love Babbar • Oct 27, 2023

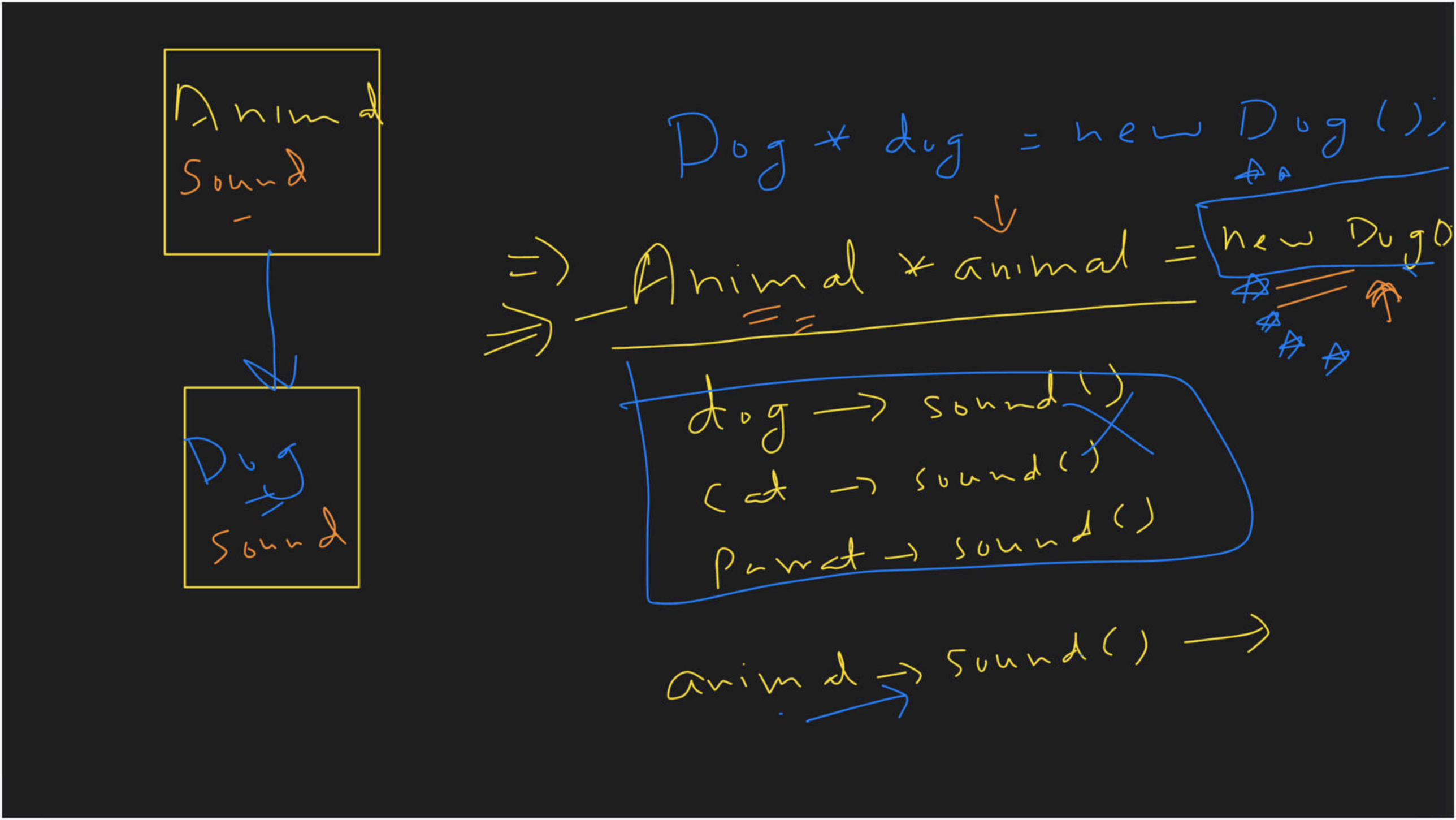
⇒ Runtime Polymorphism / Dynamic

⇒ ⇒ Fn Overridding

Animal a = new

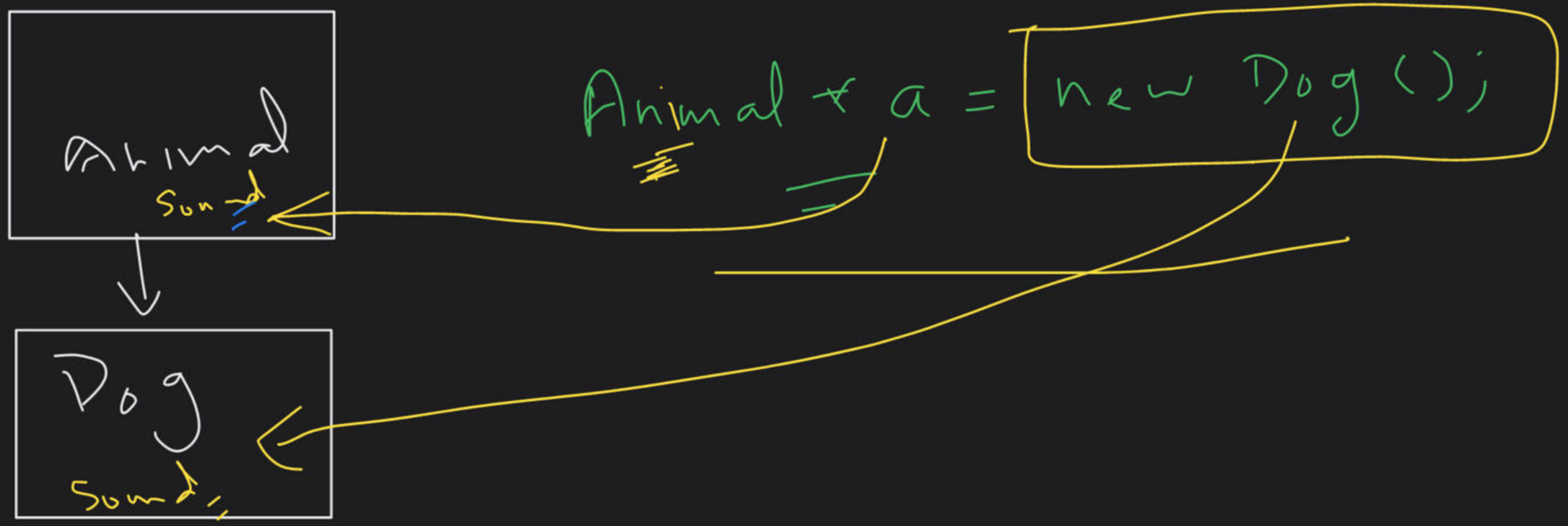
⇒ Dad

Child


Animal
Sound
Dog
Sound
Dog * dog = new Dog();
=>
Animal * animal = new Dog()
dog -> sound()
cat -> sound()
parrot -> sound()
animal -> sound() ->

Problem ??

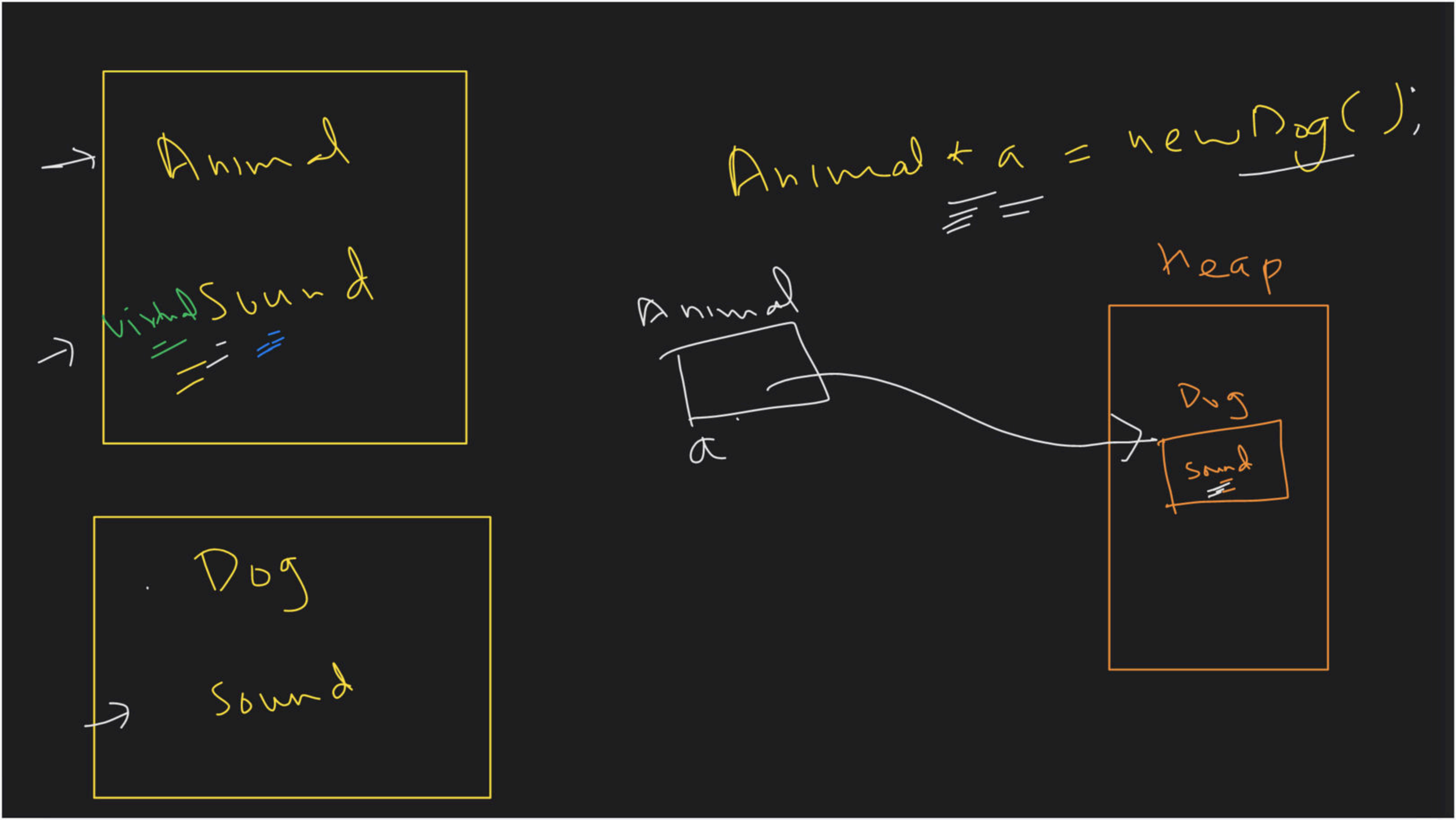
⇒ Compile Time → Static Binding
Early Binding

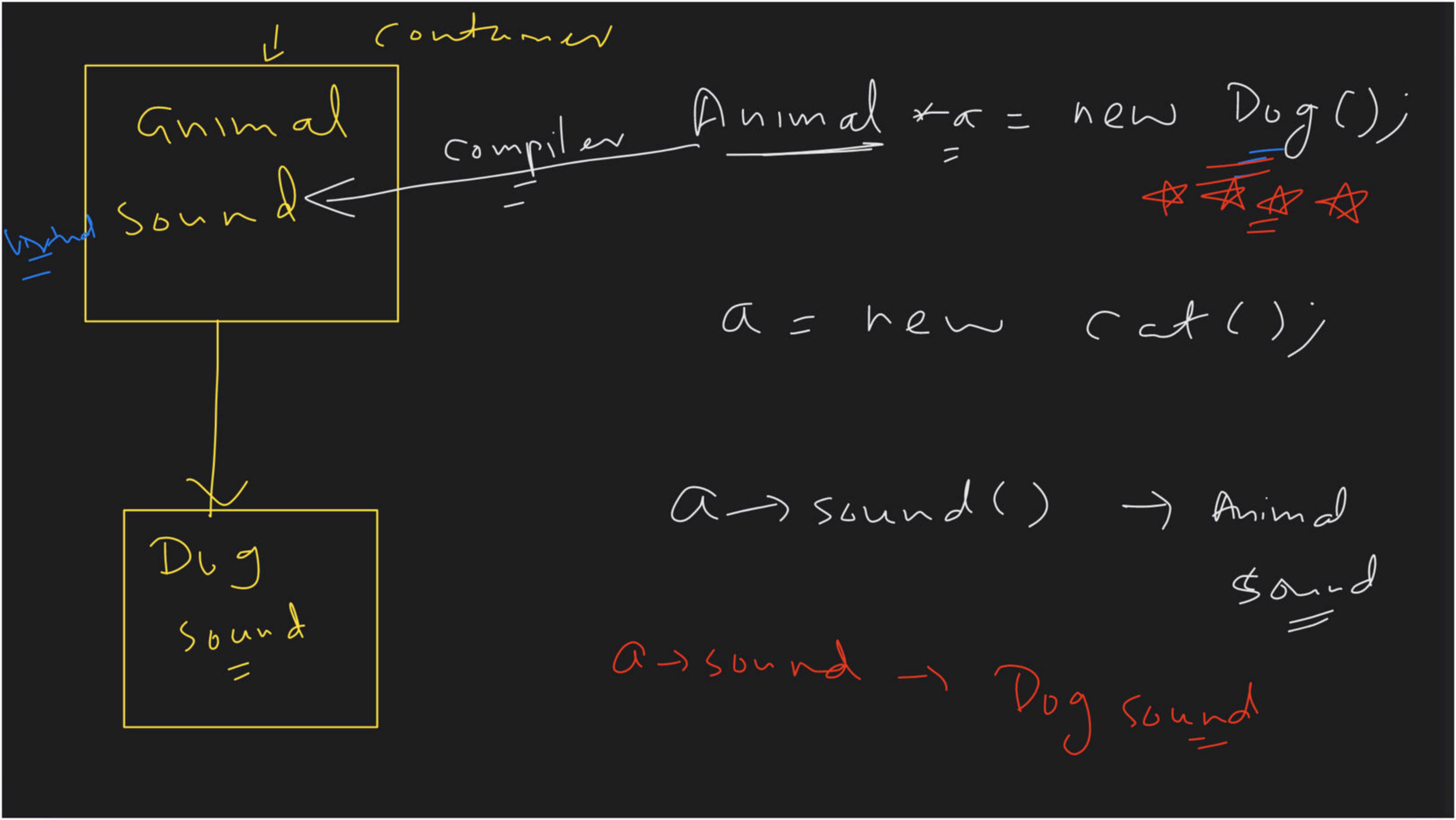


We need a way

↳ Dynamic Poly.

⇒


Animal
virtualSound
Dog
Sound
Animal *a = new Dog();
Heap
Animal
a
Dog
sound


container
Animal
sound
virtual
compiler
Animal *a = new Dog();
a = new Cat();
Dog
sound
a -> sound() -> Animal sound
a -> sound -> Dog sound

⇒ Virtual → chizo ko Runtime par chhodne ka

w/o virtual

=> Parent * a = new Parent();

" * a = new child();

child * a = new child();

child * a = new Parent();

=> w/o virtual keyword in Parent class

=> Left me jo likha hai usko f^n call hoga

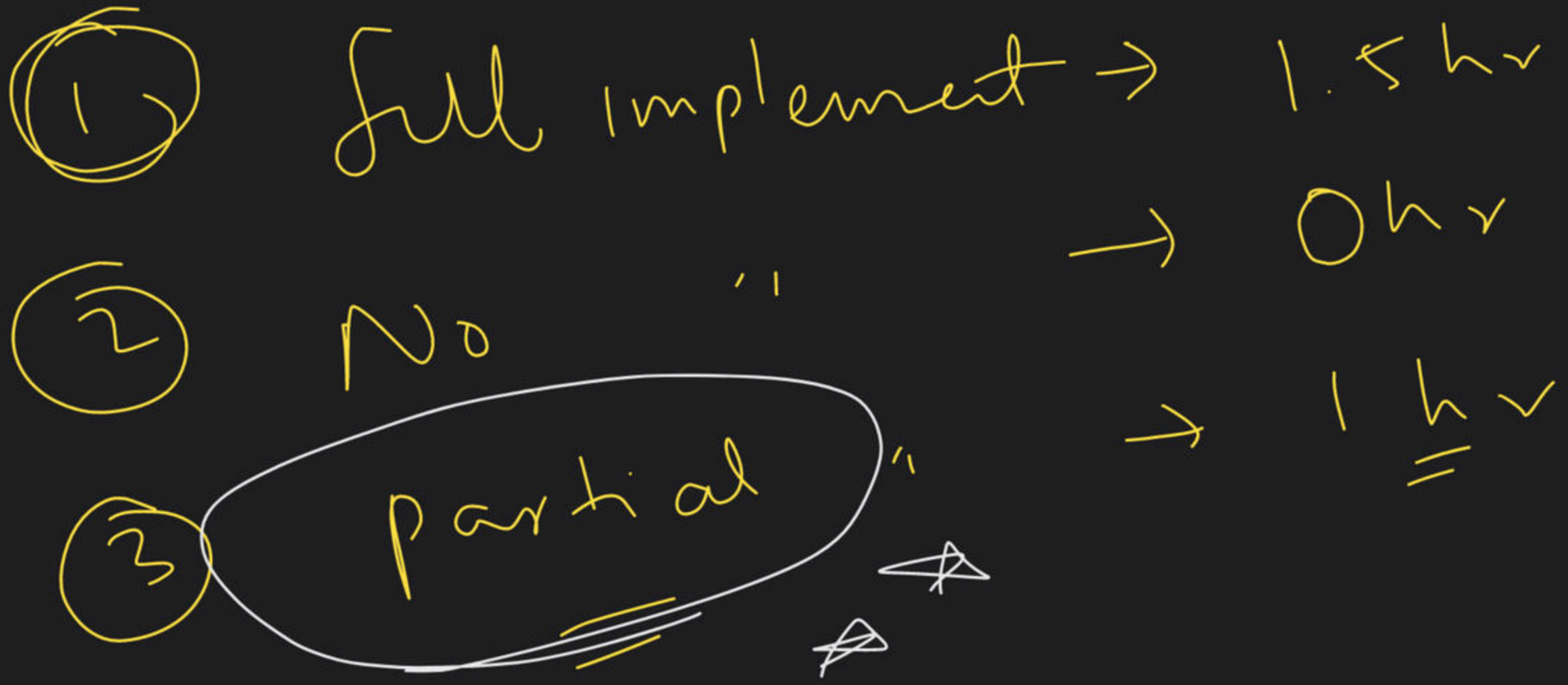
With virtual → Parent ke f "n.

Parent *a = new parent() ⇒ parent

" " a = " child() ⇒ child

child *a = new child(); ⇒ child

child *a = new Parent(); ⇒ Parent


1
full implement → 1.5 hr
2
No " → 0 hr
3
partial " → 1 hr

2 min Break

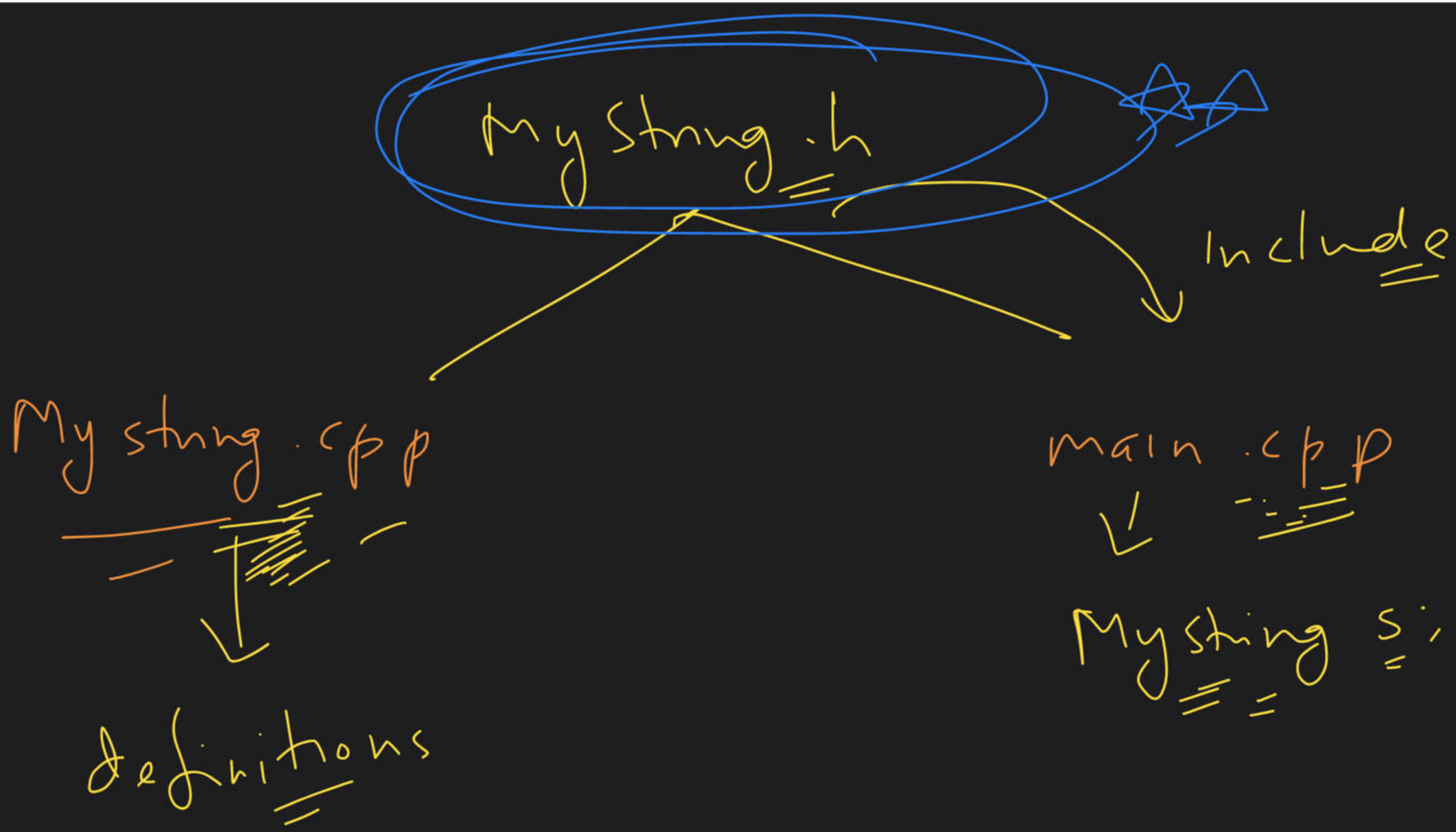
=> String STL

=> khud ki string

MyString

- OOPS
- #include "mystr"

⇒ string → char* → "codehelp"


MyString.h
include
Mystring.cpp
definitions
main.cpp
MyString s;

⇒ MyString →

S.erase

Assignment

push_back

pop_back

+=

append()