# Наследование: повторение

29 июня 2017 г.

#### Что будет выведено при вызове f()?

```
class Base {
public:
  Base() { std::cout << "Class Base - constr" << std::endl; }
  ~Base() { std::cout << "Class Base - destr" << std::endl; }
};
class Derived : public Base {
public:
  Derived() { std::cout << "Class Derived - constr" << std::endl; }
  ~Derived() { std::cout << "Class Derived - destr" << std::endl; }
};
void f( ){
  Base bs;
  Derived dr;
```

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```
class Base {
public:
  Base() { std::cout << "Class Base - constr" << std::endl; }
  ~Base() { std::cout << "Class Base - destr" << std::endl; }
};
class Derived : public Base {
public:
  Derived() { std::cout << "Class Derived - constr" << std::endl; }
  ~Derived() { std::cout << "Class Derived - destr" << std::endl; }
};
void f( ){
  Base* bs = new Base;
  bs->~Base();
```

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class Base {
public:
  Base() { std::cout << "Class Base - constr" << std::endl; }
  ~Base() { std::cout << "Class Base - destr" << std::endl; }
};
class Derived : public Base {
public:
  Derived() { std::cout << "Class Derived - constr" << std::endl; }
  ~Derived() { std::cout << "Class Derived - destr" << std::endl; }
};
void f( ){
  Base* bs = new Derived;
  delete bs;
```

```
class Base {
  int x;
public:
  void setX(int x) { x_ = x; }
  int getX() const { return x_; }
};
class Derived : public Base {
public:
   int getX() const { return 0; }
};
```

```
void f(){
    Base* b = new Base;
    b->setX(10);
    Derived* der = new Derived;
    der->setX(4);
    std::cout << b->getX() <<
        " " << der->getX() <<
        std::endl;
}</pre>
```

```
class Base {
  int x;
public:
  void setX(int x) { x_ = x; }
  int getX() const { return x_; }
};
class Derived : public Base {
public:
  int getX() const { return 0; }
};
```

```
void f(){
    Base* b = new Base;
    b->setX(10);
    Base* der = new Derived;
    der->setX(4);
    std::cout << b->getX() <<
        " " << der->getX() <<
        std::endl;
}</pre>
```

```
class Base {
  int x_;
public:
  void setX(int x) { x_ = x; }
  virtual int getX() const
     { return x_; }
};
class Derived : public Base {
public:
  int getX() const { return 0; }
};
```

```
void f( ){
    Base* b = new Base;
    b->setX(10);
    Base* der = new Derived;
    der->setX(4);
    std::cout << b->getX() <<
        " " << der->getX() <<
        std::endl;
}</pre>
```

```
class Base {
  int x_;
public:
  void setX(int x) { x_ = x; }
  virtual int getX() const
     { return x_; }
};
class Derived : public Base {
public:
  int getX() const { return x_ *5; }
};
```

```
void f( ){
   Base* der = new Derived;
   der->setX(4);
   std::cout << der->getX() <<
      std::endl;
}</pre>
```

```
class Base {
  int x_;
public:
  void setX(int x) { x_ = x; }
  virtual int getX() const
     { return x_; }
};
class Derived : public Base {
public:
 int getX() const
  { return Base::getX()*5; }
};
```

```
void f(){
   Base* der = new Derived;
   der->setX(4);
   std::cout << der->getX() <<
      std::endl;
}</pre>
```

```
class Base {
protected:
  int x;
public:
  void setX(int x) { x_ = x; }
  virtual int getX() const
    { return x_; }
};
class Derived : public Base {
public:
  int getX() const { return x_ *5; }
};
```

```
void f( ){
   Base* der = new Derived;
   der->setX(4);
   std::cout << der->getX() <<
      std::endl;
}</pre>
```

# Вопросы?