

Technical University of Moldova  
Engineering department S.A.

# Report

№: 2

APA

**Subject:** Composition and Inheritance

Author:  
Prof:

Terman Emil FAF161  
M. Kulev

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# 1 Objectives

- study of inheritance, advantages and disadvantages
- study of composition
- study of inheritance patterns

# 2 Main notions of theory and used methods

One of the most important concepts in object-oriented programming is that of inheritance. Inheritance allows us to define a class in terms of another class, which makes it easier to create and maintain an application. This also provides an opportunity to reuse the code functionality and fast implementation time.

When creating a class, instead of writing completely new data members and member functions, the programmer can designate that the new class should inherit the members of an existing class. This existing class is called the base class, and the new class is referred to as the derived class.

The idea of inheritance implements the is a relationship. For example, mammal IS-A animal, dog IS-A mammal hence dog IS-A animal as well and so on.

# 3 Task

1. Să se creeze o ierarhie a claselor joc – joc sportiv – volei. Determinați constructorii, destructorul, operatorul de atribuire și alte funcții necesare.
2. Să se creeze class rate, care conține rază. Determinați constructorii și metodele de acces. Creați clasa automobil, care conține roți și un câmp care reprezintă firma producătoare. Creați o clasă derivată autocamion care se deosebește prin tonaj. Determinați constructorii, destructorul și alte funcții necesare.

# 4 Data analysis

- The class *Car* is composed of a vector of wheels.
- Since the class *Lorry* inherits from *Car*, the *\_wheels* and *\_mark* fields are *protected* so that *Lorry* can have access to these fields.
- The *Game* has its function `void play(void) const;` overridden by each of his superclasses, each time differently.