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1 lecture 02 06/04/19

OOP-review:

1.1 inline function

member function definition given completely in the definition of the class saves overhead of a function invocation very short definitions

1.2 static members

keyword static is used, global variable or member static member functions can be accessed without an object ever being created class::memberFunction()

private: static int y; //will be shared by all object instances

1.3 scope resolution operator

::

2 lecture 03 06/06/19

OOP-review cont:

2.1 member initailization list

```
member initialization list for base class
using base class constructor
```

- Cat(int a, string b, bool c): Animal(d, e, f)

2.2 Redifining

overloading - same name but different parameters, usually occurs in same class, fn, etc. overriding - same fuction signature/prototype, inheritance is usually involved

2.3 constructors

derived class constructor can't access private base class data, must call base class constructor in deriv.

2.4 OOD (object oriented design) fundementals

- encapsulation
- inheritance
- polymorphism

ex) pShape->draw();

Shape is a pointer of base class and can point to Circle obj or Square or etc.. each have different virtual draw

2.5 Access levels

- public
- protected
- private

3 lecture 04 06/10/19