**实 验 报 告**

**课程名称：** 面向对象技术(C++)

**实验项目：** 虚函数与多态性

**实验仪器：** 计算机

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| **项目** | **报告格式**  **Report format** | **代码质量**  **Code quality** | **注释质量**  **Comment quality** | **逻辑或思想描述**  **Necessitate logical description** | **独创性**  **Originality** | **合计**  **Total** |
| **百分比(%)**  **percentage** | **10** | **25** | **25** | **25** | **15** | **100** |
| 得分（score） |  |  |  |  |  |  |

**系 别： 计算机**

**专 业： 计算机类**

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**成 绩：**

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# 实验目的 (Objects)

1. 了解虚函数的重要意义；

Understand the reason why we need virtual methods.

1. 学习和掌握虚函数的声明方式；

Learn how to declare a virtual method.

1. 学习和掌握虚函数的使用，编程验证虚函数和非虚函数的调用结果；

Learn how to use virtual methods, and verify the different result of calling virtual and non-virtual functions.

1. 了解纯虚函数的作用与意义，学习抽象基类的声明与使用；

Understand the meaning of pure virtual functions and the intention of introducing such function. Learn how to declare and use an abstract base class.

# 实验内容 (Contents)

1. 将实验三中的Person，National\_Person，Student，Chinese，Chinses\_Student类的printProperty()声明为虚函数，用基类指针分别指向各个派生类对象，通过该基类指针访问printProperty函数，观察调用结果；

Revise each printPropery() method in class Person，National\_Person，Student，Chinese and Chinses\_Student defined previously in Experiment 3 to virtual function. Calling printProperty() method through a base-class type pointer which points each derived object one by one, and observe the calling result.

1. 设计测试用例，说明基类的析构函数声明为虚函数的意义;

Design a test case to explain why we should declare the destroyer of a base-class as a virtual one.

1. 设计基类 Figure，该类包含一个公有虚函数 double getArea()。以Figure为基类，自行设计派生类 矩形: Rectangle和 圆: Circle，以Rectangle为基类，设计正方形类 Square。编写一个函数compare，其功能是比较上述三种图形中任意两种图形的面积大小，如果第一个图形面积小于第二个图形的面积，则返回true，否则返回false。编写main函数验证以上各项内容。Figure类是否可以实例化？

Design a base-class Figure, which includes a virtual public function *double getArea().*

Design derived-class Rectangle, Circle which inherit from Figure. Declare and define whatever members you think are necessary.

Design a derived-class Square inherits from Rectangle. Declare and define whatever members you think are necessary.

Write a function compare, which will compare the area of any two figures from Rectangle, Circle and Square, return true if the first figure is smaller than the second one, return false if not.

Write a main function to verify your design. Can you instantiate an object directly from Figure?

1. 将3中的Figure类改造为抽象基类，在这种情况下 Figure类是否还可以被实例化？

Redefine class Figure in 3 as an abstract class. In this circumstance, can you instantiate an object directly from Figure?

# 实验内容 (Your steps or codes, and Results)

# 实验总结 (Conclusion)