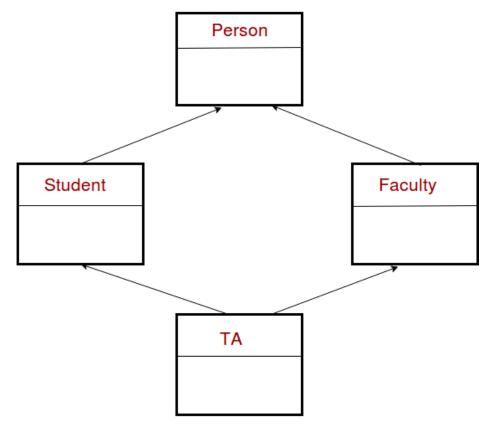
Object-oriented Programming

Diamond Problem | Virtual Inheritance

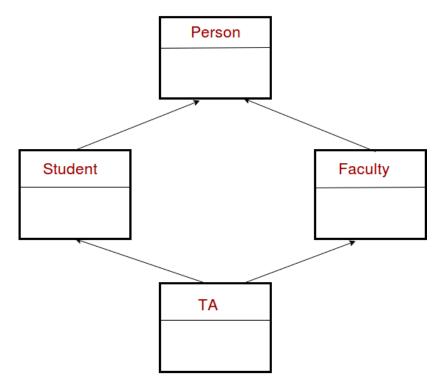


 The diamond problem can occur when two classes have a common parent as well as a

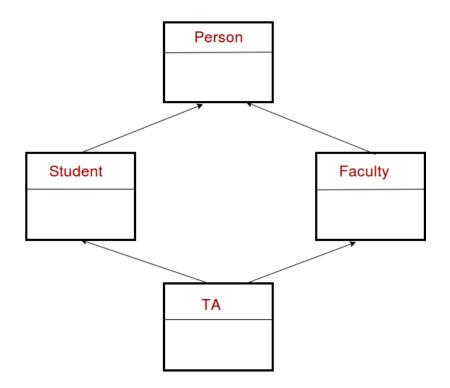
common child (in case of multiple inheritance).

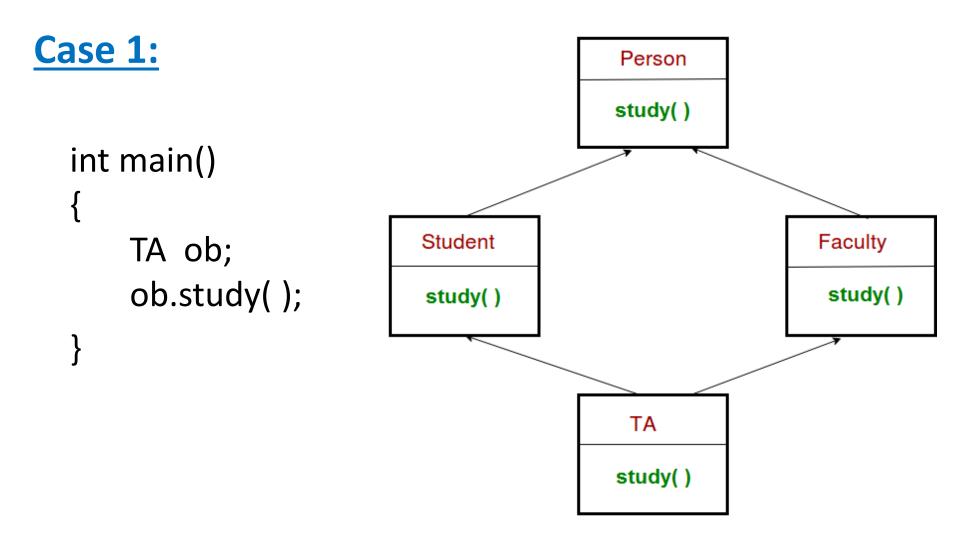


 In this example, if we make an object of TA, it implicitly "constructs" the class Person twice (through Faculty and also through Student)



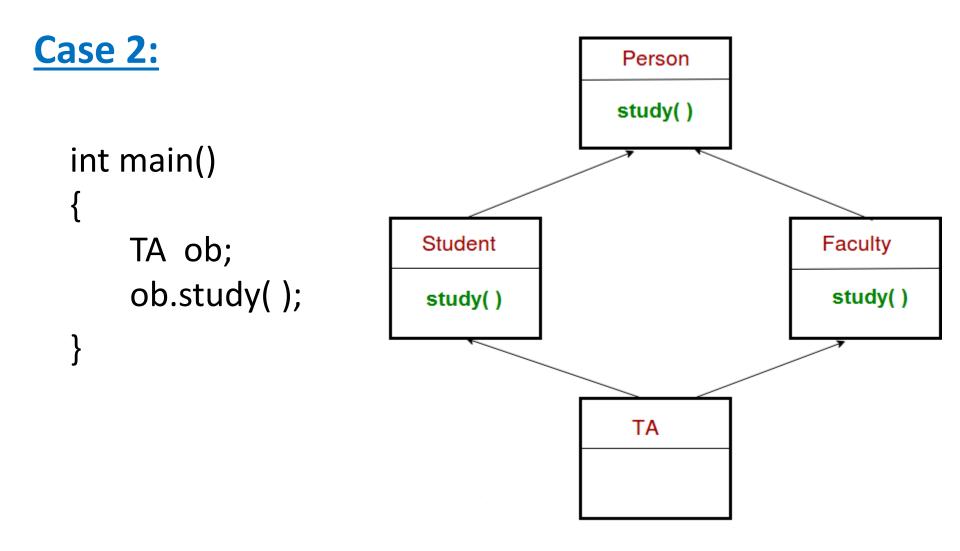
 Let's define some functions in the given four classes to see how diamond problem can arise with function overriding



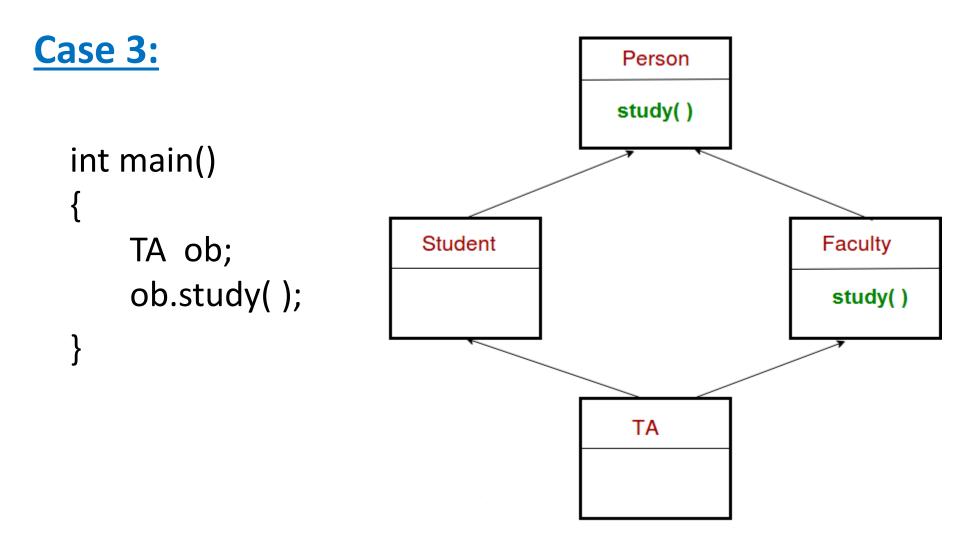


Output:

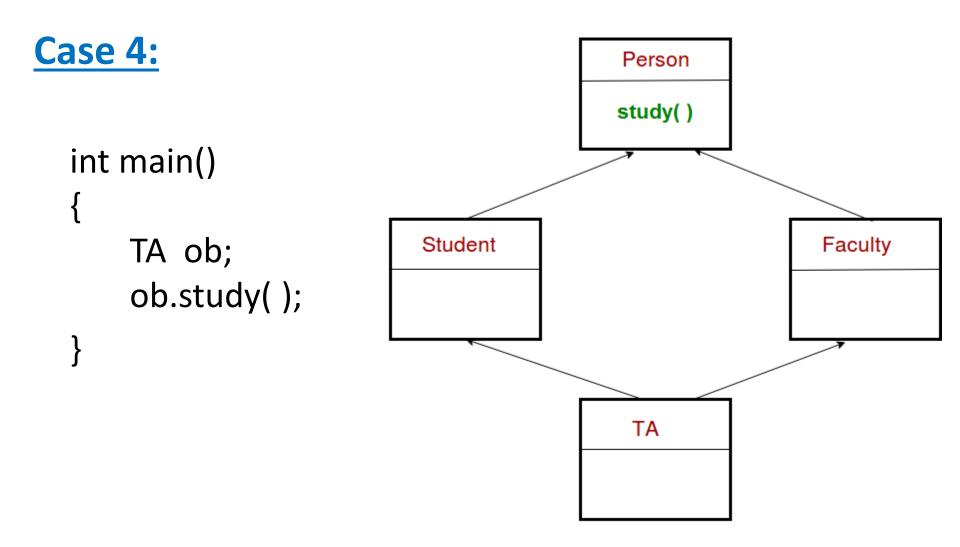
Will compile successfully: study() function of TA class will be called



Reason: TA inheriting *study*() from both of its parents

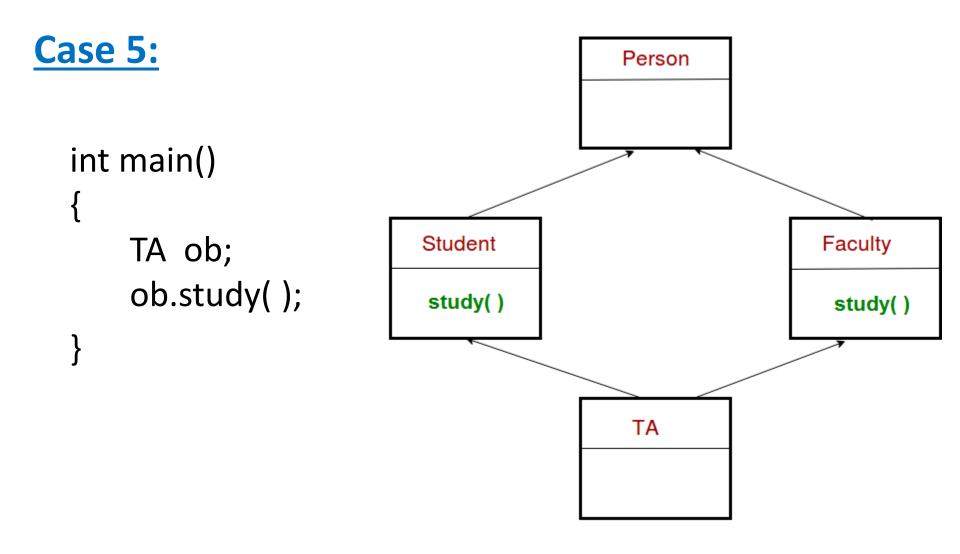


Reason: TA inheriting *study*() from both of its parents, since **Student** still contains *study*() inherited from **Person**



Reason: TA

TA inheriting *study*() from both of its parents, since both Student and Faculty still contain *study*() inherited from **Person**



Reason: TA inheriting *study*() from both of its parents

Solution

Fortunately, C++ allows us to solve Diamond
 Problem by using virtual inheritance

 We use the keyword virtual when we inherit from the base class in both derived classes



Virtual Inheritance

```
class Person
class Faculty: virtual public Person {
class Student: virtual public Person {
                                            };
class TA: public Faculty, public Student {
```

Virtual Inheritance

• Let's see if virtual inheritance can help us in the cases presented previously:

- Case 1: No ambiguity with or without virtual
- Case 2: Virtual Inheritance won't help
- Case 3: Virtual Inheritance will remove ambiguity
- Case 4: Virtual Inheritance will remove ambiguity
- Case 5: Virtual Inheritance won't help

Discussion

- Even with virtual inheritance, we can never always be sure of "easily" resolving the diamond problem
- For example, cases where we are not allowed to remove the overridden functions from parent classes
- In such cases we have to change the layout/inheritance hierarchy of our classes instead

Discussion

 If multiple inheritance can lead to such issues then why use it at all???

• JAVA/C# use interfaces instead (a better alternative to multiple inheritance).