OBJECT ORIENTED PROGRAMMING

Lab 2

OBJECT ORIENTED PROGRAMMING WITH C++

- Chapter Objectives
  - Constructor and destructor functions
  - Constructors that take parameters
  - Introducing inheritance

OBJECT ORIENTED PROGRAMMING WITH C++

- Constructor and destructor functions
- Constructors: Each object in C++ needs an initialization, constructor functions are the called functions when the object created.
- Constructors must have same name with the object's class.
- Constructors can be more than one with different input parameters.
- Constructors **do not** have a return type.

OBJECT ORIENTED PROGRAMMING WITH C++

- Constructor and destructor functions
- Destructor: Destructor function is the function called when the object(the instance of that class) is destroyed.
- Destructor must have same name with the object's class.
- Destructor function is unique and only one function.
- Destructor **do not** have a return type.

OBJECT ORIENTED PROGRAMMING WITH C++

- Introduction to Inheritance
  - The general form used to inherit a base class is shown here:

    class *derived_class_name* : *access_specifier base_class_name*
  - Here access-specifier is one of the following three keywords: public, private, or protected.

- Object pointers
  - Class *object_pointer;
  - Class object_name;
  - object_pointer= &object_pointer;