

DAILY ASSESSMENT FORMAT

Date:	26-06-2020	Name:	MOUNITHA D M
Course:	C++ programming	USN:	4AL17EC055
Topic:	challenges	Semester & Section:	6 TH SEM "A" SEC
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FORENOON SESSION DETAILS

Image of session



Inheritance &
Polymorphism



Templates,
Exceptions, and Files



Challenges



Certificate

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This is to certify that

Mounitha D M

has successfully completed the

C++ Tutorial course



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Module 7 :- Inheritance & Polymorphism

- Inheritance :- This allows us to define a class based on other class. This facilitates greater use in creating and maintaining application.
- Constructors :- The base class constructor is called first
- Destructors :- The derived class destructor is called first and then the base class destructor gets.
- Polymorphism :- This means that a class to a member function will cause a different implementation to be executed depending on the type of object that invokes the function.
- Virtual functions :- The virtual function in the base class with a corresponding version in a derived class, allows polymorphism.
- Abstract classes :- The virtual member function without definition are known as pure virtual. The syntax is to replace their definition by = 0. The class are called abstract classes.

Rule 8 :- Template , Exceptions and Files

use templates to define functions as well as classes
To define a function template, use the keyword `template`
as template allowing classes to have members
that use template parameters as types

Exceptions :- The problems that occurs during
program execution are called exceptions

C++ exception handling is built upon three
keywords i.e `try`, `catch` and `throw`.

Files :- Three new data types are defined in `<fstream>`

`ofstream` : output file stream that creates & writes
information to files

`ifstream` : Input file stream that reads
information from files.

`fstream` : General file stream, with both `ofstream`
& `ifstream` capabilities that allow to create
read & write information to files.

