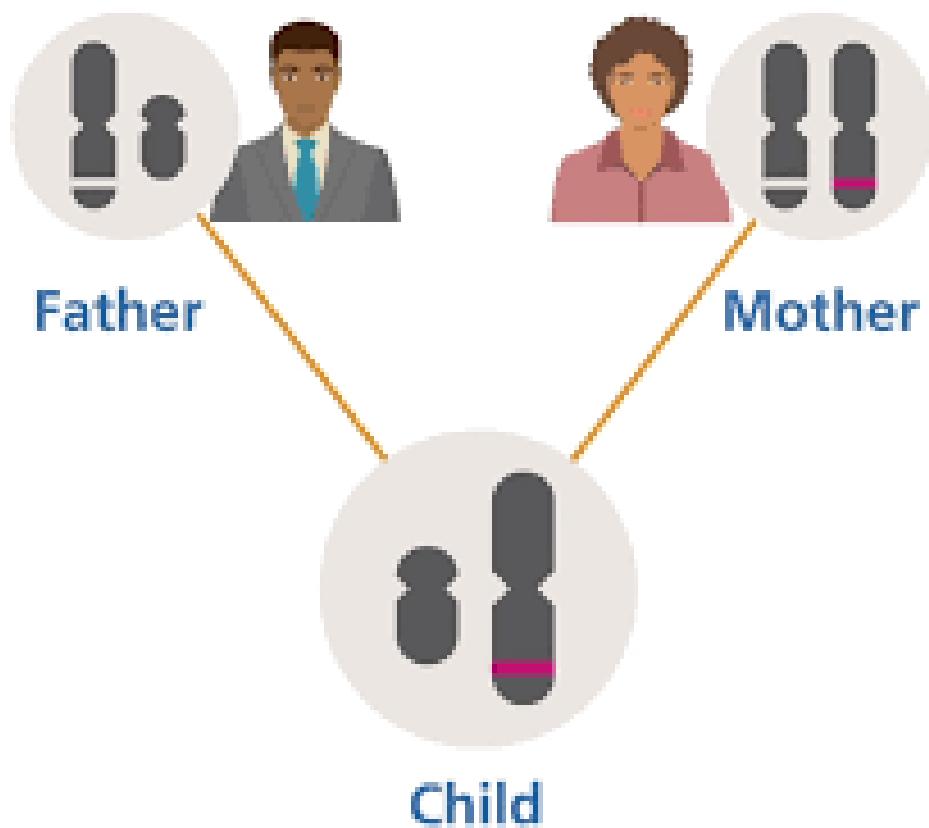


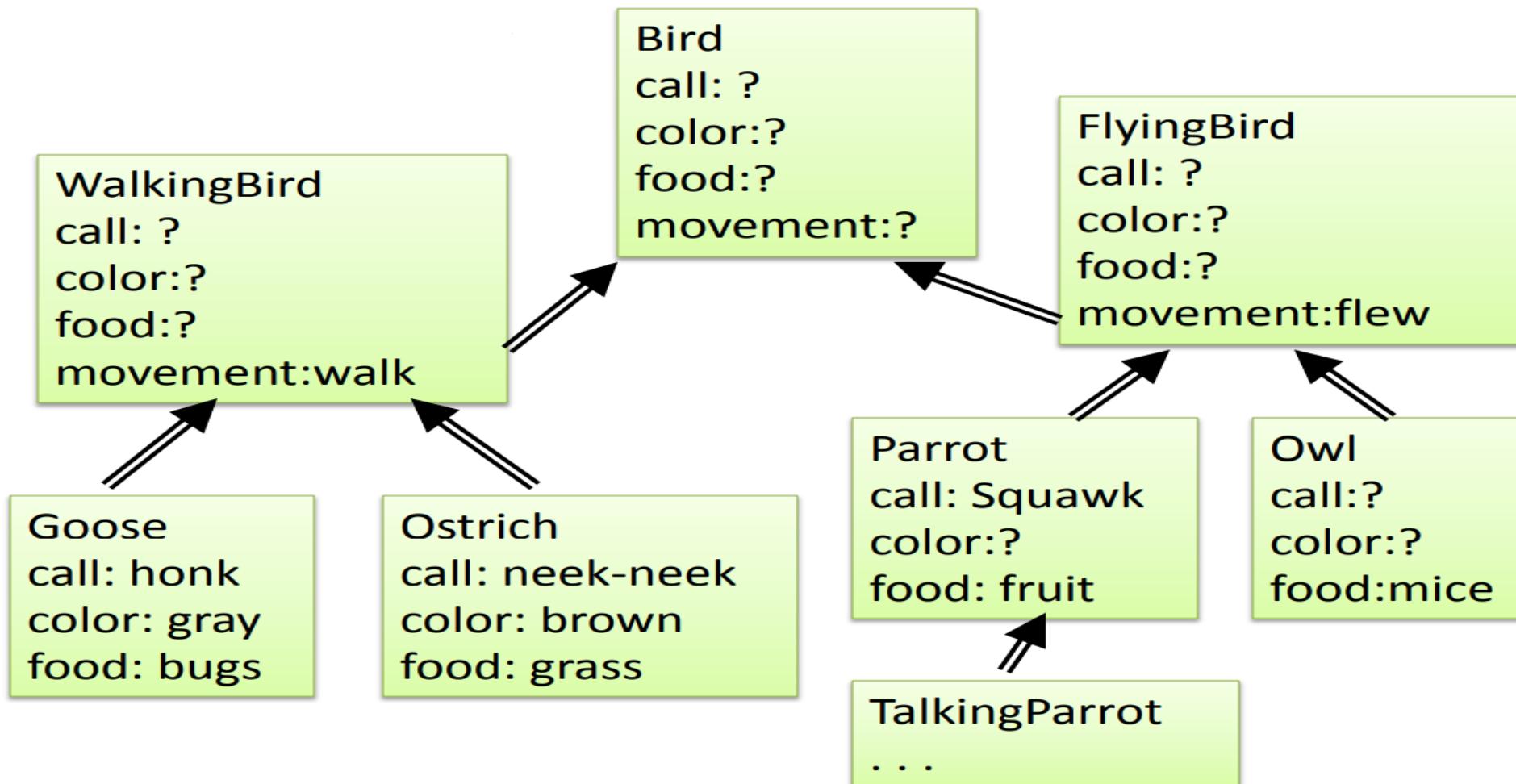
COURSE CODE: CSE 205
COURSE TITLE: OBJECT ORIENTED PROGRAMMING

Presented By: Lec Faria Alam

What Is Inheritance in General?



What Is Inheritance?



What Is Inheritance in OOP?

- Inheritance is the mechanism by which one class can inherit the properties of another.
- The new class is a specialized version of the existing class
- Two concepts of Inheritance
 - derived class (child) - The class that inherits properties from another class
 - base class (parent) - The class whose properties are inherited by a derived class

Inheritance

```
class Point
{
public:
    int x;
    int y;
};
```

Inheritance

```
class Point
{
public:
    int x;
    int y;
};
```

```
class Point3D
{
public:
    int x;
    int y;
    int z;
};
```

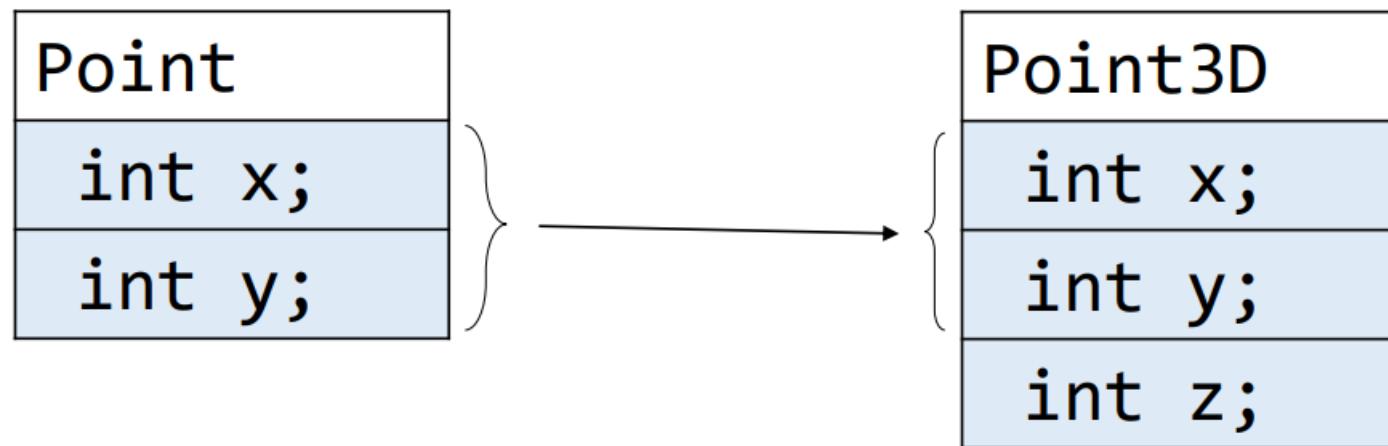
Inheritance

```
class Point
{
public:
    int x;
    int y;
};
```

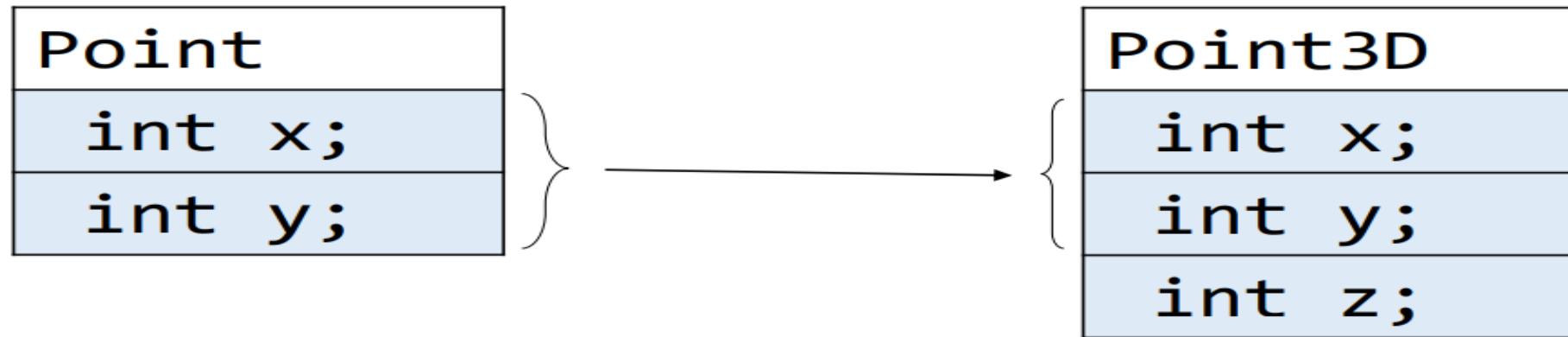
```
class Point3D
{
public:
    int x;
    int y;
    int z;
};
```



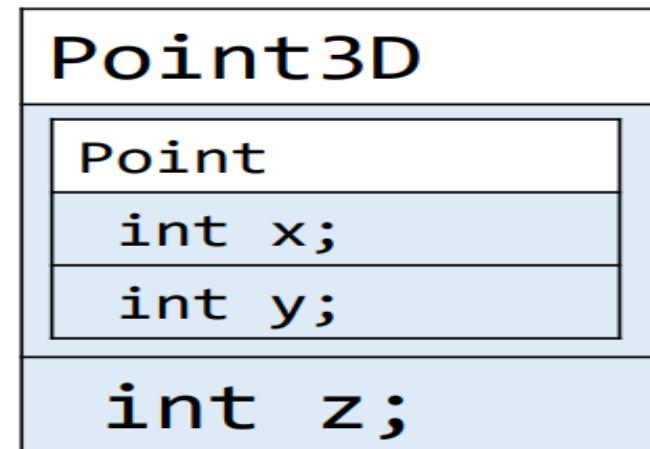
Inheritance



Inheritance



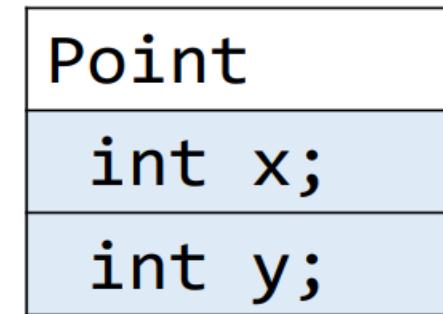
We need something like this:



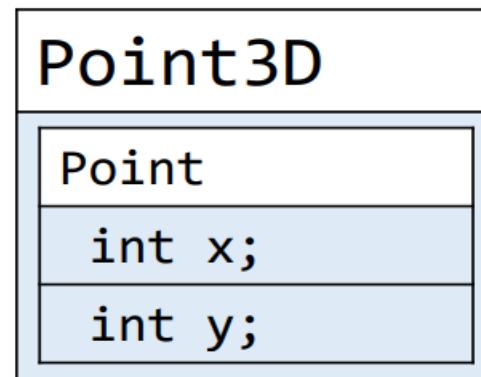
Inheritance

```
class Point ←———— Base Class  
{  
public:  
    int x;  
    int y;  
};
```

Derived Class

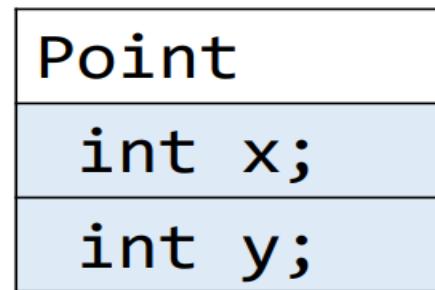


```
class Point3D : public Point  
{  
};
```

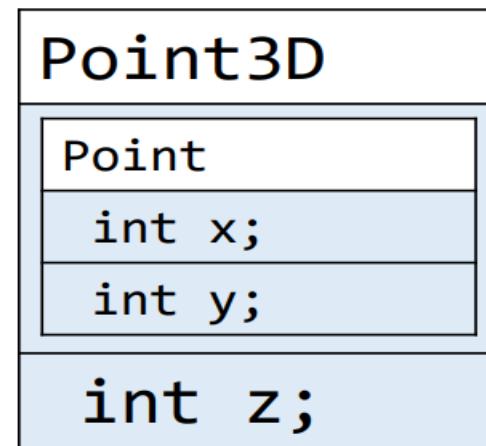


Inheritance

```
class Point
{
public:
    int x;
    int y;
};
```



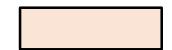
```
class Point3D : public Point
{
public:
    int z;
};
```



Class designer's view

Inheritance

Student Class

 Private member

Student

```
int theory;  
int sessional;  
  
void setMarks(...);  
int getTheory();  
int getSessional();
```

Inheritance

As we know, each student at every level has both theoretical and sessional courses. However, at level 4, there is an additional course called 'thesis.' Therefore, we need to design a class specifically for Level 4 students.

Student

```
int theory;  
int sessional;  
  
void setMarks(_);  
int getTheory();  
int getSessional();
```

L4Student

Extending Student Class

 Private member

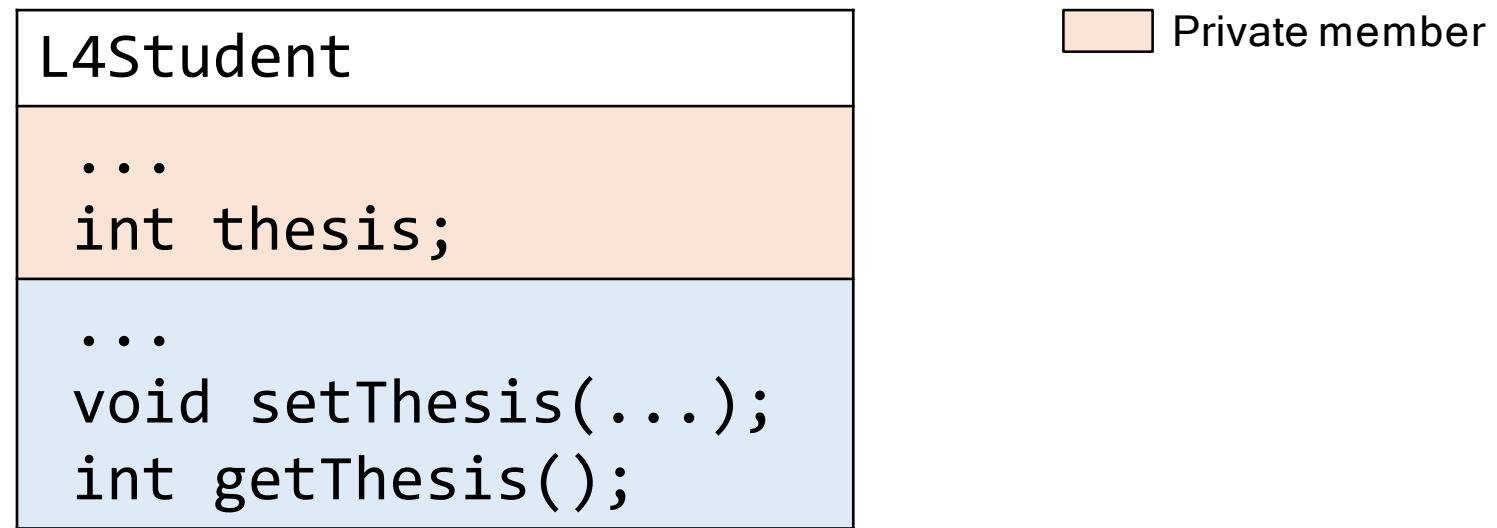
Student

```
int theory;  
int sessional;  
  
void setMarks(...);  
int getTheory();  
int getSessional();
```

L4Student

```
...  
int thesis;  
  
...  
void setThesis(...);  
int getThesis();
```

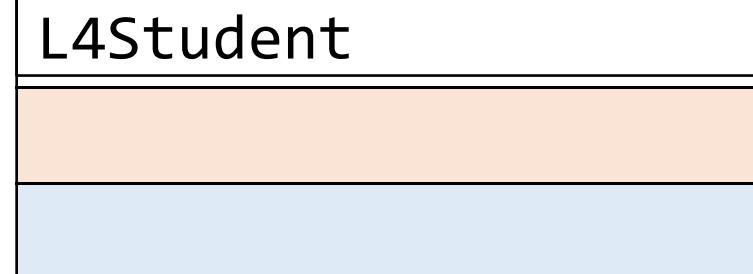
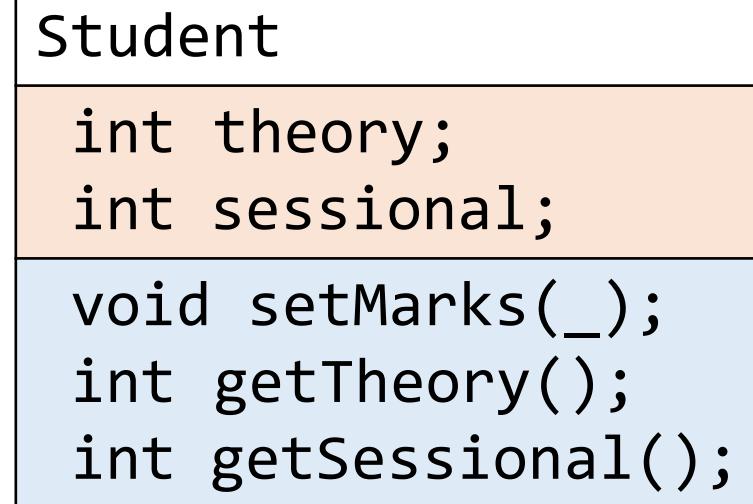
Extending Student Class



L4 students also have theoretical and sessional courses. Therefore, in the L4Student class, we also need to implement functionalities for setting theory and sessional marks. We already have a class called 'Student' that includes these functionalities, so we can inherit from that class.

Extending Student Class

```
class L4Student : public Student
```



Extending Student Class

```
class L4Student : public Student
```

Student

int theory;
int sessional;

void setMarks(_);
int getTheory();
int getSessional();

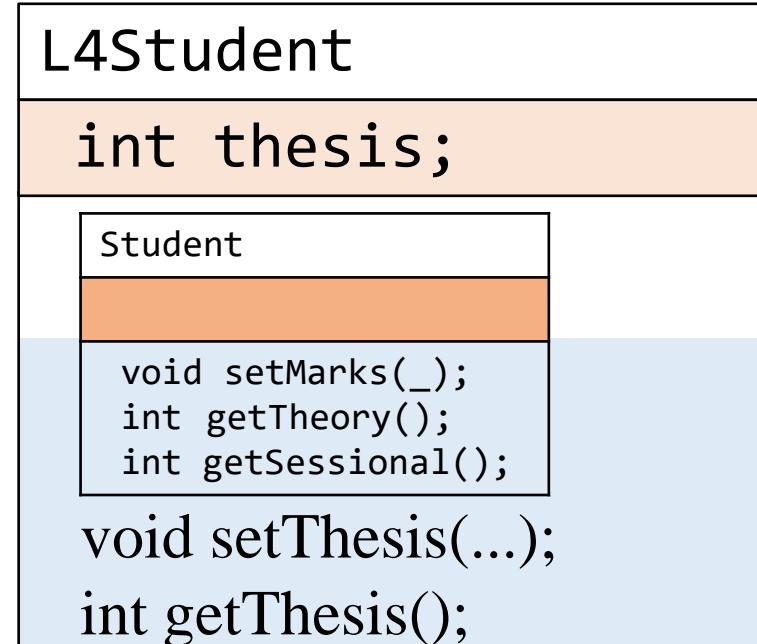
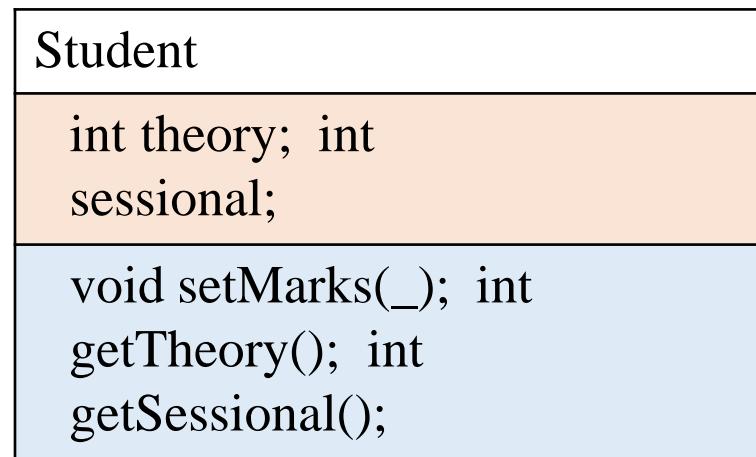
L4Student

Student

int theory; int
sessional;
void setMarks(_); int
getTheory(); int
getSessional();

Extending Student Class

```
class L4Student : public Student
```



Extending Student Class

```
class L4Student : private Student
```

Student

```
int theory;  
int sessional;  
  
void setMarks(_);  
int getTheory();  
int getSessional();
```

L4Student

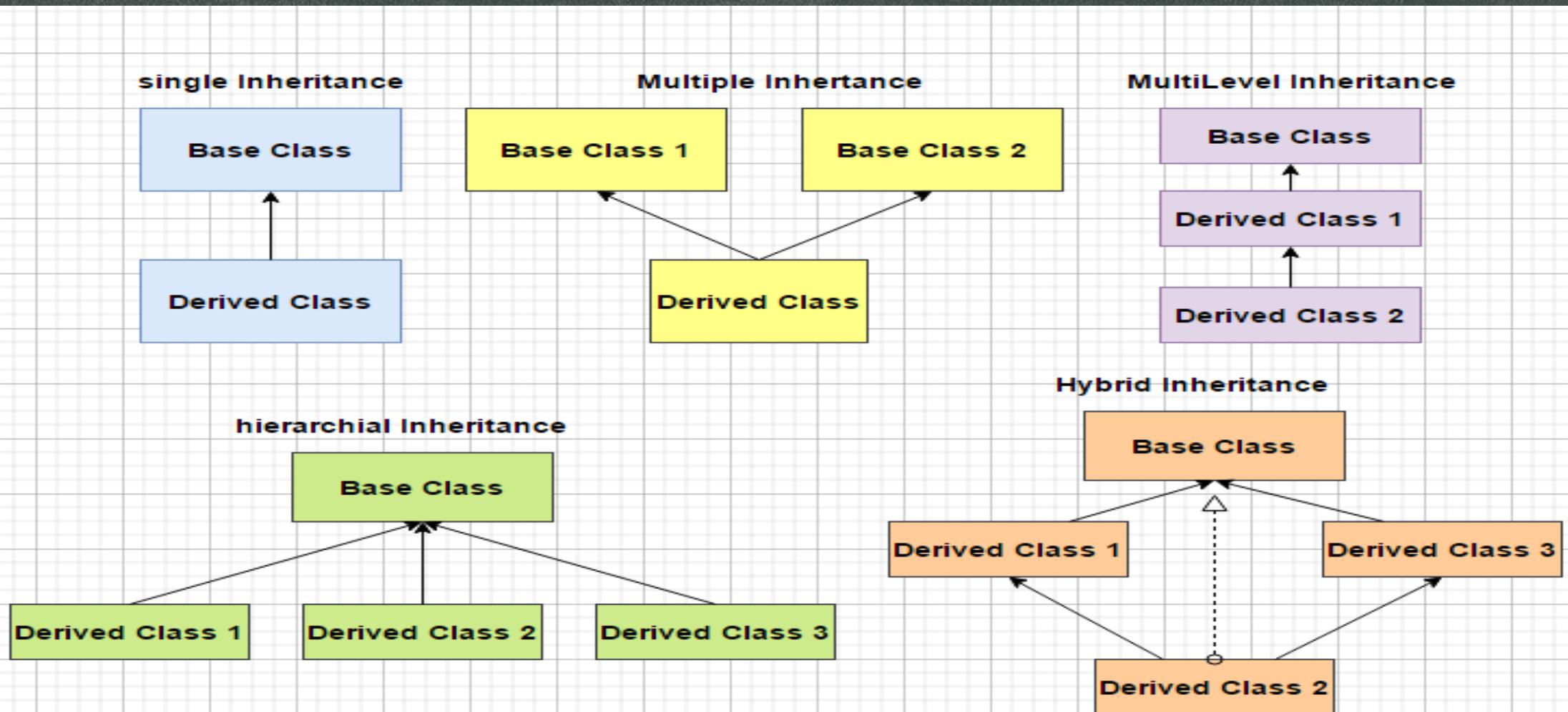
```
int thesis;  
  
Student  
  
void setMarks(_);  
int getTheory();  
int getSessional();
```

```
void setThesis(...);  
int getThesis();
```

Access Specifier Summary

| Inheritance | Base Class | Derived Class |
|-------------|-----------------------------------|-----------------------------------|
| public | Private: Protected: Public: | Private: Protected: Public: |
| protected | Private: Protected: Public: | Private: Protected: Public: |
| private | Private: Protected: Public: | Private: Protected: Public: |

Types of Inheritance



Thank
you!