INHERITANCE

CS202: Computer Science II
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TOPICS

- Inheritance
 - Design

INHERITANCE REFRESHER

- · Child inherits from parent
 - Parent: common factors between children
 - Child: apply changes to parent, extend with unique parts
- · Includes go in the "lowest level".h file (not in .cpp unless in driver)

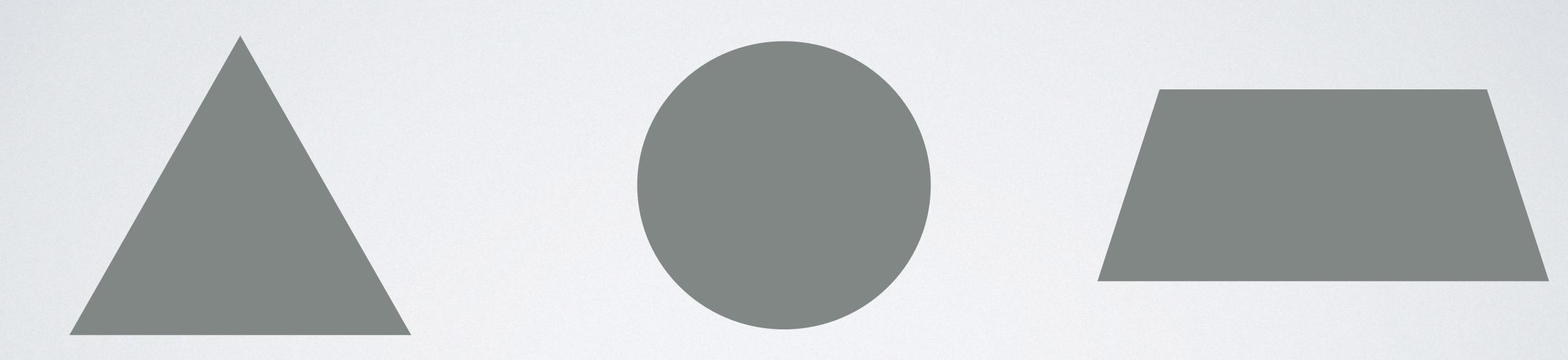
DEMO

- · There are two ways to look at a holiday:
 - · A special event that has a date (composition we did this)
 - · A date that has a special name (inheritance)
 - Let's alter the code that code that we wrote so that it holiday inherits date, rather than a composition relationship

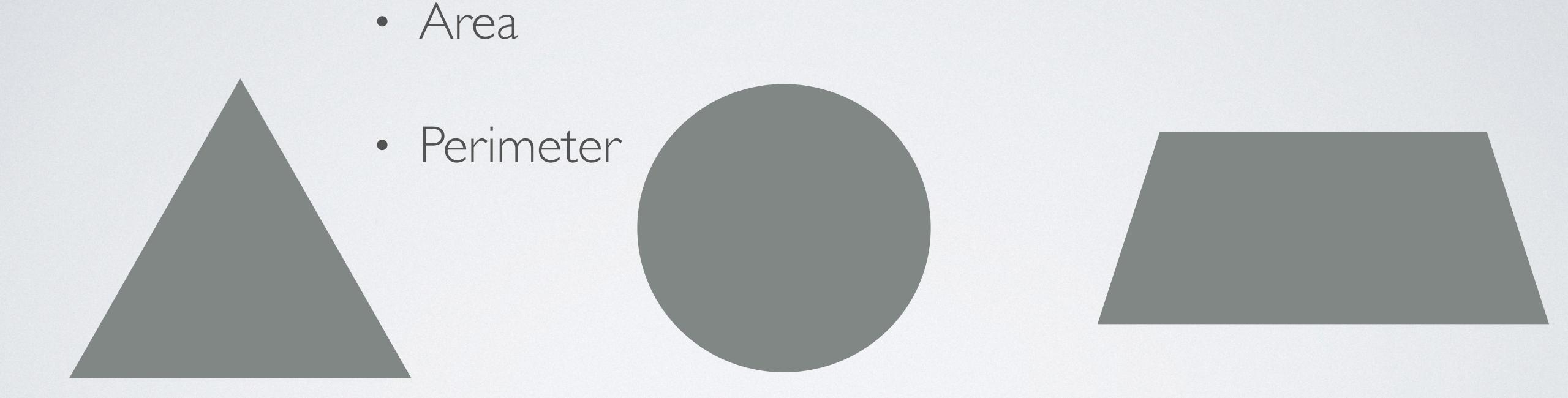
INHERITANCE

- · Circle, triangle, trapezoid are all shapes
 - · Create a parent class that contains what they have in common
 - · Create child classes that contain the unique attributes

WHAT DO THESE HAVE IN COMMON?



WHAT DO THESE HAVE IN COMMON?



WHAT'S UNIQUETO TRIANGLES?

• Side I

• Side 2

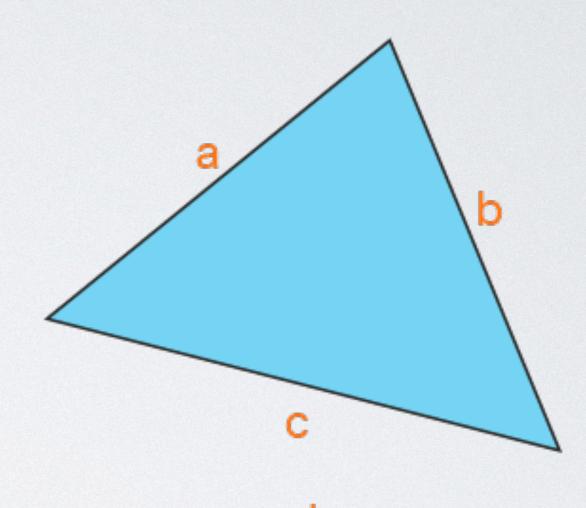
• Side 3

Perimeter calculation

Area calculation







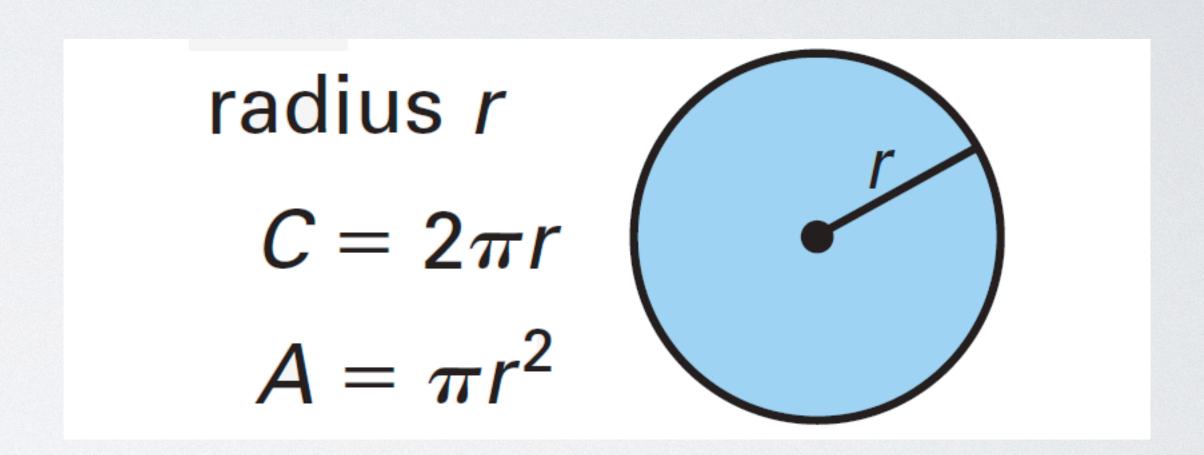
$$s = \frac{a + b + c}{2}$$

$$V$$
Semi Perimeter

Area of Triangle =
$$\sqrt{s(s-a)(s-b)(s-c)}$$

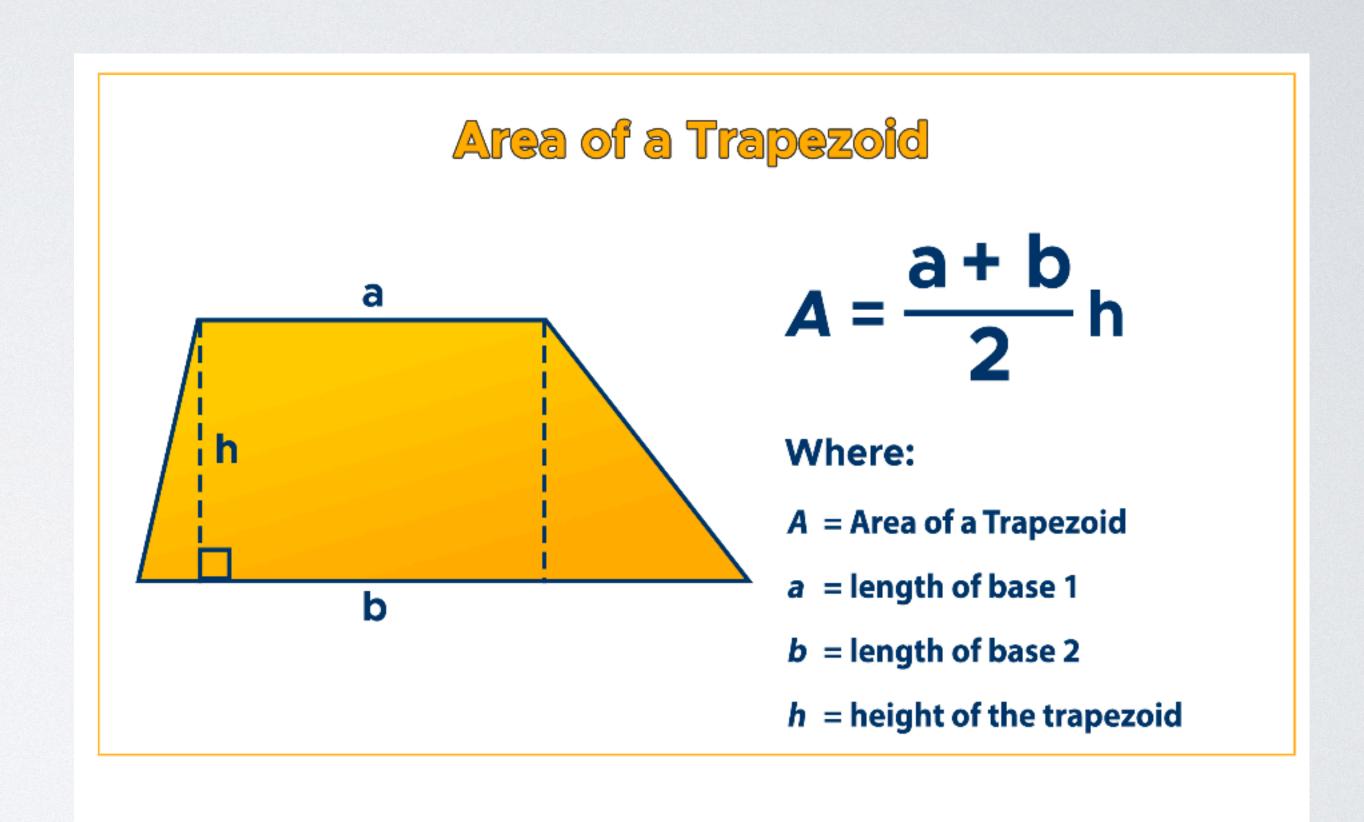
WHAT'S UNIQUETO CIRCLES?

- Radius
- Perimeter calculation
- Area calculation



WHAT'S UNIQUETO TRAPEZOIDS?

- Base I
- Base2
- Height
- Side I
- Side2
- Perimeter calculation
- Area Calculation



PARENT CLASS: SHAPE

REPLACING THE PARENT CLASS

- Override parent function
 - Same function name and parameters
 - Child implements method already present in parent
 - Function now related to object it's called on (base vs. derived)
- Overload parent function- next class
 - Same function name, different parameters

CHILD CLASS: TRIANGLE FOLLOW ALONG!

CHILD CLASS: CIRCLE DO IT WITH ME!

CHILD CLASS:TRAPEZOID YOU DO IT!