Contraction

Suppose you have a class which simulates a Cadillac. It has an exceptionally

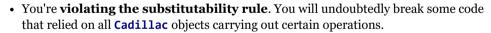
fine sound system, which required a lot of effort to implement and of which you're especially proud.



Now you want to reuse that sound system in a portable **GiPod** class: Because you've already created the **Cadillac** class, why not just create a derived class, and then eliminate all the member functions that have nothing to do with playing music, **transforming the car into a mere sound system**?

To reuse the code you've already written, you replace <code>brake()</code>, <code>accelerate()</code>, and all the other "extra" methods from the <code>Cadillac</code> class with empty braces. In traditional computer-science terms, you replace them with a <code>NOP</code> (No <code>OP</code>eration).

This practice, called **contraction**, is a trap! You should avoid doing this for two reasons:



• It's more work than doing the right thing!

Let's look at how you can use **private inheritance** and **composition** to do this correctly.



Cadillac
+playMusic()
+accelerate()
+brake()
+turn()

GiPod
+playMusic()