

Implementing toString()

The implementation of `toString()`, in `person.cpp` **does not** repeat the keyword **virtual**. Let's have it display the person's name, like this:

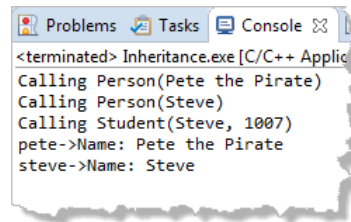
```
string Person::toString() const
{
    return "Name: " + name;
}
```

The **Student** class inherits `Person::toString()`. If the **Student** class does nothing else, then there is no difference between a **virtual** member function and a regular member function. To see this, modify `main()` to add the following two lines:

```
cout << "pete->" << pete.toString() << endl;
cout << "steve->" << steve.toString() << endl;
```

When you run the sample program it looks like this.

The variable **pete** prints out the name as you'd expect (since **pete** is a **Person** object). The variable **steve** **also** uses the new `toString()` member function defined in **Person**. To **steve**, it is just another **inherited** member.

A screenshot of a console window titled "Problems Tasks Console". The output text is as follows:

```
<terminated> Inheritance.exe [C/C++ Applic
Calling Person(Pete the Pirate)
Calling Person(Steve)
Calling Student(Steve, 1007)
pete->Name: Pete the Pirate
steve->Name: Steve
```



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