

# Inheritance

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# Today's Plan



## Recap

Useful C++ / OOP

Intro to Inheritance

Maybe More useful C++ /  
OOP

# First a Recap and Review

## OPP

Abstraction

Encapsulation

Information Hiding

## Classes

Public Interface

Private Implementation

Constructors / Destructors

# Interface

**SomeClass.hpp**  
(same as **SomeClass.h**)

Include Guards:

Tells linker "include only if it has not been included already by some other module"

# Implementation

```
#ifndef SOME_CLASS_H_
#define SOME_CLASS_H_

#include <someLibrary>
#include "AnotherClass.h"

class SomeClass
{
public:
    SomeClass(); //Constructor
    int methodOne();
    bool methodTwo();
    bool methodThree(int
                        someParameter);

private:
    int data_member_one_;
    bool data_member_two_;

}; //end SomeClass

#endif
```

```
#include "SomeClass.hpp"

SomeClass::SomeClass()
{
    //implementation here
}

int SomeClass::methodOne()
{
    //implementation here
}

bool SomeClass::methodTwo()
{
    //implementation here
}

bool SomeClass::methodThree(int
someParameter)
{
    //implementation here
}
```

# Review Some Useful Concepts

# Default Arguments

```
void point(int x = 3, int y = 4);
```

```
point(1,2); // calls point(1,2)  
point(1);   // calls point(1,4)  
point();    // calls point(3,4)
```

**Order Matters!**

Parameters without default arguments must go first.

# Default Arguments

```
void point(int x = 3, int y = 4);
```

```
point(1,2); // calls point(1,2)  
point(1);   // calls point(1,4)  
point();    // calls point(3,4)
```

**Order Matters!**  
Parameters without default arguments must go first.

**Similarly:**

```
Person(int id, string first = "", string last = "");
```

```
Person(143); // calls Person(143,"", "")
```

```
Person(143, "Gina"); // calls Person("143","Gina", "")
```

```
Person(423, "Nina", "Moreno"); // calls Person(423,"Nina","Moreno")
```

# Default Arguments

```
void point(int x = 3, int y = 4);  
  
point(1,2); // calls point(1,2)  
point(1);   // calls point(1,4)  
point();    // calls point(3,4)
```

**Order Matters!**  
Parameters without default arguments must go first.

```
Animal(std::string name = "", bool domestic = false, bool predator = false);
```

**IS DIFFERENT FROM**

```
Animal(std::string name, bool domestic = false, bool predator = false);
```



# Overloading Functions

**Same name, different parameter list (different function prototype)**

```
int someFunction()  
{  
    //implementation here  
}  
// end someFunction
```

```
int someFunction(string  
some_parameter )  
{  
    //implementation here  
}  
// end someFunction
```

```
int main()  
{
```

```
    int x = someFunction();
```

```
    int y = someFunction(my_string);
```

```
    //more code here
```

```
} // end main
```

# Friend Functions

Functions that are **not members** of the class but **CAN access private members** of the class

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Functions that are **not members** of the class but **CAN access private members** of the class

**Violates Information Hiding!!!**

**Yes, so don't do it unless appropriate and controlled**



# Friend Functions

## DECLARATION:


```
class SomeClass
{
    public:
        // public member functions go here
        friend returnType someFriendFunction( parameter list);
    private:
        int some_data_member_;

}; // end SomeClass
```

---

## IMPLEMENTATION (SomeClass.cpp):

Not a member function



```
returnType someFriendFunction( parameter list)
{
    // implementation here
    some_data_member_ = 35; //has access to private data
}
```

# Operator Overloading

Desirable operator (=, +, -, == ...) behavior may not be well defined on objects


```
class SomeClass
{
    public:
        // public data members and member functions go here
        friend bool operator==(const SomeClass& object1,
                               const SomeClass& object2);

    private:
        // private members go here
}; // end SomeClass
```

# Operator Overloading

**IMPLEMENTATION (SomeClass.cpp):**

**Not a member function**



```
bool operator==(const SomeClass& object1,  
               const SomeClass& object2)  
{  
    return ( (object1.memberA_ == object2.memberA_) &&  
            (object1.memberB_ == object2.memberB_) && ... );  
}
```

# Enum

A user defined datatype that consist of integral constants

Type name (like `int`)

Possible values:  
like 0,1, 2, ...

Why? Readability

```
enum season {SPRING, SUMMER, AUTUMN, WINTER };
```

```
enum animal_type {MAMMAL, FISH, BIRD};
```

By default = 0, 1, 2, ...

To change default:

```
enum ta_role {MAMMAL = 5, FISH = 10, BIRD = 20};
```

# Inheritance



# From General to Specific

What if we could *inherit* functionality from one class to another?

We can!!!

Inherit **public** members of another class

# Basic Inheritance

```
class Printer
{
public:
    //Constructor, destructor

    void setPaperSize(int size);
    void setOrientation(const string& orientation);
    void printDocument(const string& document);
private:
    // stuff here
}; //end Printer
```

# Basic Inheritance

```
class Printer
{
public:
    //Constructor, destructor

    void setPaperSize(int size);
    void setOrientation(const string& orientation);
    void printDocument(const string& document);
private:
    // stuff here
}; //end Printer
```

---

```
class BatchPrinter
{
public:
    //Constructor, destructor
    void addDocument(const string& document);
    void printAllDocuments();
private:
    vector<string> documents;
}; //end BatchPrinter
```


# Basic Inheritance

```
class Printer
{
public:
    //Constructor, destructor
```

```
    void setPaperSize(int size);
    void setOrientation(const string& orientation);
    void printDocument(const string& document);
```

```
private:
    // stuff here
}; //end Printer
```

**Inherited members are *public*  
could be *private* or  
*protected* – more on this later**

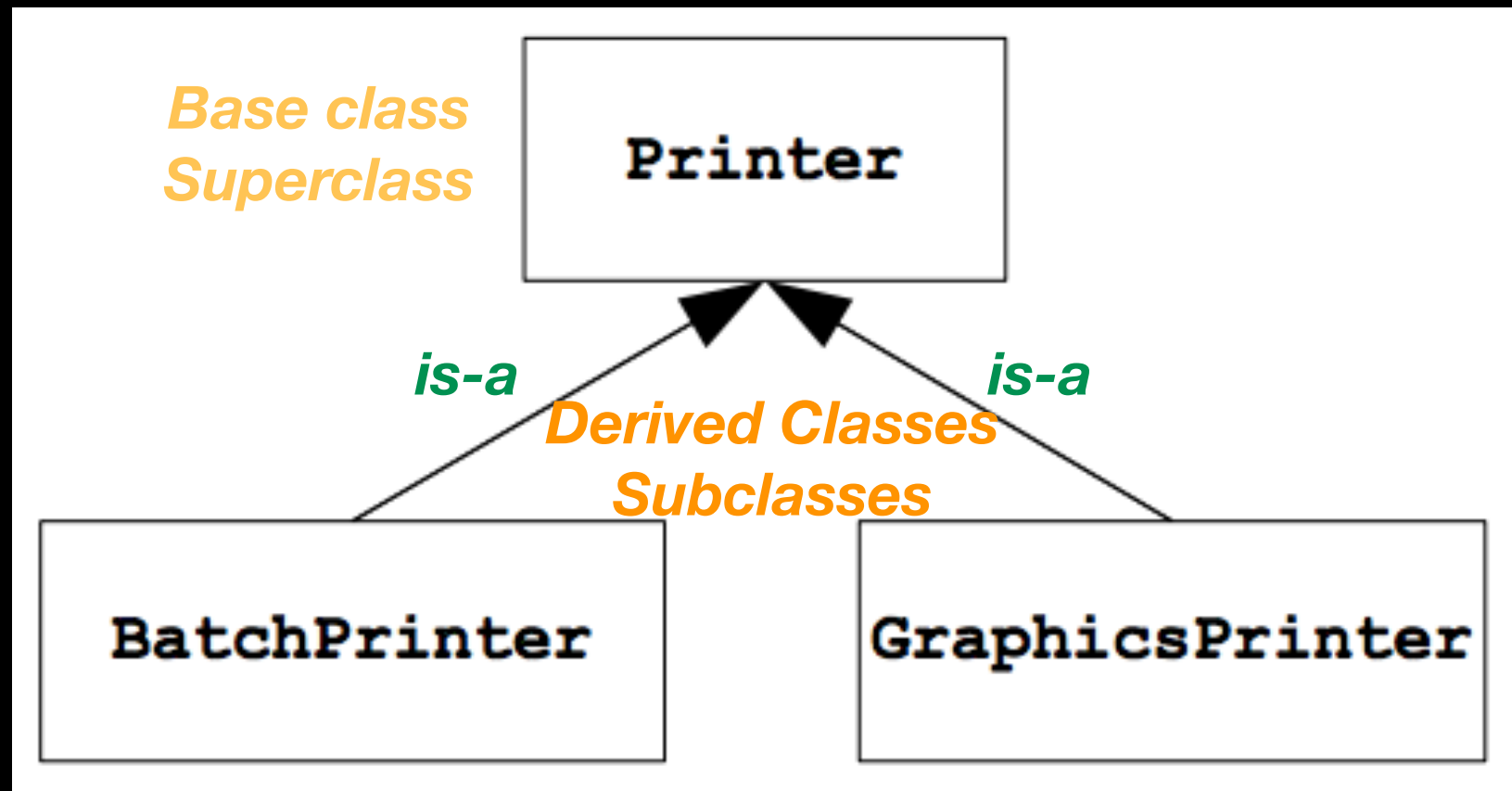


---

```
class BatchPrinter: public Printer // inherit from printer
```

```
{
public:
    //Constructor, destructor
    void addDocument(const string& document);
    void printAllDocuments();
private:
    vector<string> documents;
}; //end BatchPrinter
```

# Basic Inheritance



```
void initializePrinter(Printer& p) //some initialization function
BatchPrinter batch;
initializePrinter(batch); //legal because batch is-a printer
```

Think of argument types as specifying **minimum requirements**

# Overloading vs Overriding

Overloading (independent of inheritance): Define new function with same name but different parameter list (different signature or prototype)

```
int someFunction(){ }  
int someFunction(string some_string){ }
```

Overriding: Rewrite function with *same signature* in derived class

```
int BaseClass::someMethod(){ }  
int DerivedClass::someMethod(){ }
```

```
class Printer
{
public:
    //Constructor, destructor

    void setPaperSize(int size);
    void setOrientation(const string& orientation);
    void printDocument(const string& document);
private:
    // stuff here
}; //end Printer
```

---

```
class GraphicsPrinter: public Printer    // inherit from printer
{
public:
    //Constructor, destructor
    void setPaperSize(const int size);
    void printDocument(const Picture& picture); //some Picture object

private:
    //stuff here
}; //end GraphicsPrinter
```

**Overrides** setPaperSize()

**Overloads** printDocument()

main()

```
Printer base_printer;  
GraphicsPrinter graphics_printer;  
Picture picture;  
// initialize picture here  
string document;  
// initialize document here
```

```
base_printer.setPaperSize(11); //calls Printer function  
graphics_printer.setPaperSize(60); // Overriding!!!  
graphics_printer.setOrientation("landscape"); //inherited
```

```
graphics_printer.printDocument(string); //calls Printer inherited function  
graphics_printer.printDocument(picture); // Overloading!!!
```

Printer

setPaperSize(int)  
setOrientation(string)  
printDocument(string)

GraphicsPrinter

setPaperSize(int)  
printDocument(Picture)



# protected access specifier

```
class SomeClass
{
    public:
        // public members available to everyone

    protected:
        // protected members available to class members
        // and derived classes

    private:
        // private members available to class members ONLY

};           // end SomeClass
```

# Important Points about Inheritance

Derived class inherits all public and protected members of base class

Does not have direct access to base class private members. However, can call public functions of the base class, which in turn do have access base classe's private members

Does not inherit constructor and destructor

Does not inherit assignment operator

Does not inherit friend functions and friend classes

# Constructors

A class needs user-defined constructor if must initialize data members

Base-class constructor **always** called before derived-class constructor

If base class has only parameterized constructor, derived class **must** supply constructor that calls base-class constructor explicitly

# Constructors

## INTERFACE

```
class BaseClass
{
public:
    //stuff here

private:
    //stuff here
}; //end BaseClass
```

```
class DerivedClass: public BaseClass
{
public:
    DerivedClass();
    //stuff here

private:
    //stuff here
}; //end DerivedClass
```

## IMPLEMENTATION

```
DerivedClass::DerivedClass()
{
    //implementation here
}
```

main()

```
DerivedClass my_derived_class;
//BaseClass compiler-supplied default constructor called
//then DerivedClass constructor called
```

# Constructors

## INTERFACE

```
class BaseClass
{
public:
    BaseClass();
    //may also have other
    //constructors
private:
    //stuff here
}; //end BaseClass
```

```
class DerivedClass: public BaseClass
{
public:
    DerivedClass();
    //stuff here
private:
    //stuff here
}; //end DerivedClass
```

## IMPLEMENTATION

```
BaseClass::BaseClass()
{
    //implementation here
}
```

```
DerivedClass::DerivedClass()
{
    //implementation here
}
```

main()

```
DerivedClass my_derived_class;
//BaseClass default constructor called
//then DerivedClass constructor called
```

# Constructors

## INTERFACE

```
class BaseClass
{
public:
    BaseClass(int value);
    //stuff here

private:
    int base_member_;
}; //end BaseClass
```

```
class DerivedClass: public BaseClass
{
public:
    DerivedClass();
    //stuff here

private:
    //stuff here
}; //end DerivedClass
```

## IMPLEMENTATION

```
BaseClass::
BaseClass(int value):
base_member_(value)
{
    //implementation here
}
main()
```

```
DerivedClass::DerivedClass()
{
    //implementation here
}
```

DerivedClass my\_derived\_class; 

//PROBLEM!!! there is no default constructor to be called  
//for BaseClass

# Constructors

## INTERFACE

```
class BaseClass
{
public:
    BaseClass(int value);
    //stuff here

private:
    int base_member_;
}; //end BaseClass
```

```
class DerivedClass: public BaseClass
{
public:
    DerivedClass();
    //stuff here

private:
    static const int INITIAL_VAL = 0;
}; //end DerivedClass
```

## IMPLEMENTATION

```
BaseClass::
BaseClass(int value):
base_member_(value)
{
    //implementation here
}
```

```
DerivedClass::DerivedClass():
BaseClass(INITIAL_VAL)
{
    //implementation here
}
```

**Fix**



main()

```
DerivedClass my_derived_class;
// BaseClass constructor explicitly called by DerivedClass
//constructor
```

# Destructors

Destructor invoked if:

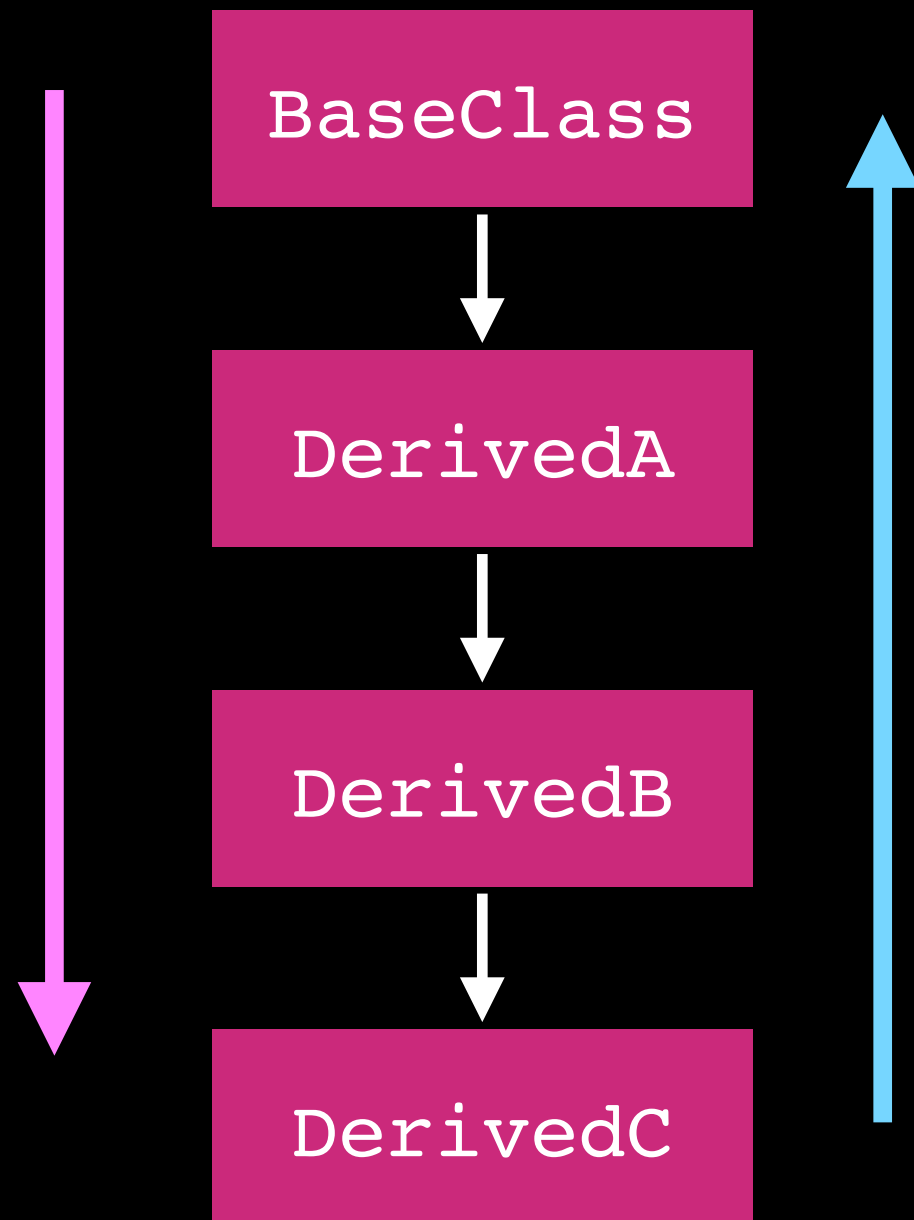
- program execution left scope containing object definition
- `delete` operator was called on object that was created dynamically



# Destructors

Derived class destructor **always** causes base class destructor to be called implicitly

Derived class destructor is called **before** base class destructor



Order of calls to **constructors**  
when instantiating a **DerivedC** object:

```
BaseClass()  
DerivedA()  
DerivedB()  
DerivedC()
```

Order of calls to **destructors**  
when instantiating a **DerivedC** object:

```
~DerivedC()  
~DerivedB()  
~DerivedA()  
~BaseClass()
```

# Basic Inheritance

No runtime cost

In memory `DerivedClass` is simply `BaseClass` with extra members tacked on the end

Basically saving to re-write `BaseClass` code

Address	1000	baseX	<- <b>BaseClass</b> members
	1004	baseY	
	1008	derX	<- <b>DerivedClass</b> -specific members
	1012	derY	