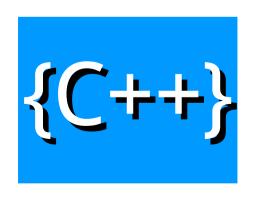




Week 9



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Accessing Members of Base and Derived Classes

```
B B obj;
                                  D D obj;
class B {
                                  B *B ptr = &B obj;
public:
                                  D *D ptr = &D_obj;
  void m();
                             The following are legal:
  void n();
                                  B obj.m() //B's m()
                                  B obj.n()
} // class B
                                  D obj.m() //D's m()
                                  D obj.n() //B's n()
class D: public B {
                                  D obj.p()
public
  void m(); ← Class D redefines method m()
  void p();
                                  B_ptr->m() //B's m()
                                  B ptr->n()
} // class D
                                  D ptr->m() //D's m()
                                  D ptr->n() //B's n()
                                  D ptr->p()
```



Accessing Members of Base and Derived Classes

```
class B {
public:
  void m();
  void n();
} // class B
class D: public B {
public
  void m(); ← Class D redefines method m()
  void p();
 // class D
```

```
B B obj;
  D D obj;
  B *B ptr = &B obj;
  D *D ptr = &D obj;
The following are legal:
  B ptr = D ptr;
The following are not legal:
  D ptr = B ptr;
  B ptr->p();
  Even if B ptr is known to point
    to an object of class D
```



Virtual functions

```
The following are legal:-
class B {
public:
                                  D D obj;
                                  B *B_ptr = &D_obj;
  virtual void m();
  void n();
                                  B ptr = D ptr;
} // class B
                                  B ptr->m() //D's m()
                                  B ptr->n() //B's n()
class D: public B {
public
  void m(); ← Class D redefines method m()
  void p();
} // class D
```



Polymorphism

- The ability to declare functions/methods as virtual is one of the central elements of polymorphism in C++
- Polymorphism:— from the Greek "having multiple forms"
 - In programming languages, the ability to assign a different meaning or usage to something in different contexts



Assignment 9

- ■請參考主程式的流程與物件宣告,完成三個類別 的實作
 - 一個基礎類別 pet
 - · 需要有建構子,用來初始化成員變數 name,設定寵物名字
 - · 一個成員變數 name, 用於儲存寵物的名字
 - 兩個成員函式 Name(), makeSound() Name() 傳回寵物的名字 makeSound() 傳回寵物的叫聲,用字串代表
 - 兩個衍生類別 cat, dog,繼承於基礎類別 pet
 - cat, dog 兩個類別的 makeSound() 必須不同, cat 的 makeSound() 傳回 miau, dog 的 makeSound() 傳回 won



主程式

```
#include <iostream>
#include "pet.h"
using namespace std;
void examinePet(pet* p){
  cout << "My name is " << p->Name() << " and I make " << p->makeSound() << endl;
int main(){
  pet* marry = new cat("marry");
  pet* tom = new dog("tom");
  examinePet(marry); // output: My name is marry and I make miau
  examinePet(tom); // output: My name is tom and I make won
```