

Overriding

May 12, 2020

```
In [ ]: #include <assert.h>
        #include <string>
        using std::string;

        class Animal{
        public:
            virtual string Talk() const = 0;
        };

        // TODO: Declare a class Dog that inherits from Animal
        class Dog : public Animal{
        public:
            string Talk() const override {return "Woof";}
        };

        int main() {
            Dog dog;
            assert(dog.Talk() == "Woof");
        }
```

Compile & Run

Explain

Loading terminal (id_5qn6vze), please wait...