



## Module 22

Sourangshu  
Bhattacharya

Objectives &  
Outline

Inheritance in  
C++

Data Members

Overrides and  
Overloads

Summary

# Module 22: Programming in C++

## Inheritance: Part 2 (Data Member & Member Function - Override)

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Slides taken from NPTEL course on Programming in C++

by **Prof. Partha Pratim Das**



# Module Objectives

## Module 22

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Bhattacharya

### Objectives & Outline

Inheritance in  
C++

Data Members

Overrides and  
Overloads

Summary

- Understand how inheritance impacts data members and member functions
- Introduce overriding of member function and its interactions with overloading



# Module Outline

## Module 22

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### Objectives & Outline

#### Inheritance in C++

Data Members

Overrides and  
Overloads

#### Summary

- ISA Relationship
- Inheritance in C++
  - Semantics
  - Data Members and Object Layout
  - Member Functions
    - Overriding
    - Overloading
  - protected Access
  - Constructor & Destructor
  - Object Lifetime
- Example – Phone Hierarchy
- Inheritance in C++ (private)
  - Implemented-As Semantics



# Inheritance in C++: Semantics

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## Inheritance in C++

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## Summary

- **Derived ISA Base**
- **Data Members**
  - **Derived** class *inherits* all data members of **Base** class
  - **Derived** class may *add* data members of its own
- **Member Functions**
  - **Derived** class *inherits* all member functions of **Base** class
  - **Derived** class may *override* a member function of **Base** class by *redefining* it with the *same signature*
  - **Derived** class may *overload* a member function of **Base** class by *redefining* it with the *same name*; but *different signature*
- **Access Specification**
  - **Derived** class *cannot access private* members of **Base** class
  - **Derived** class *can access protected* members of **Base** class
- **Construction-Destruction**
  - A *constructor* of the **Derived** class *must first* call a *constructor* of the **Base** class to construct the **Base** class instance of the **Derived** class
  - The *destructor* of the **Derived** class *must* call the *destructor* of the **Base** class to destruct the **Base** class instance of the **Derived** class



# Inheritance in C++:

## Data Members and Object Layout

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Summary

- **Derived ISA Base**
- Data Members
  - **Derived** class *inherits* all data members of **Base** class
  - **Derived** class may *add* data members of its own
- Object Layout
  - **Derived** class *layout* contains an instance of the **Base** class
  - Further, **Derived** class *layout* will have data members of its own
  - C++ does not guarantee the *relative position* of the **Base** class instance and **Derived** class members



# Inheritance in C++:

## Data Members and Object Layout

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### Objectives & Outline

### Inheritance in C++

### Data Members

### Overrides and Overloads

### Summary

```
class B { // Base Class
    int data1B_;
public:
    int data2B_;
    // ...
};

class D: public B { // Derived Class
    // Inherits B::data1B_
    // Inherits B::data2B_
    int infoD_; // Adds D::infoD_
public:
    / ...
};

B b;

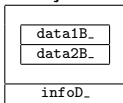
D d;
```

### Object Layout

Object b



Object d



d cannot access data1B\_ even though data\_ is a part of it!  
d can access data2B\_



# Inheritance in C++:

## Member Functions – Overrides and Overloads

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Summary

- **Derived ISA Base**
- **Member Functions**
  - **Derived** class *inherits* all member functions of **Base** class
  - **Derived** class may *override* a member function of **Base** class by *redefining* it with the *same signature*
  - **Derived** class may *overload* a member function of **Base** class by *redefining* it with the *same name*; but *different signature*
  - **Derived** class *may add* new member functions
- **Static Member Functions**
  - **Derived** class *does not inherit* the static member functions of **Base** class
- **Friend Functions**
  - **Derived** class *does not inherit* the friend functions of **Base** class



# Inheritance in C++:

## Member Functions – Overrides and Overloads

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#### Inheritance

```
class B { // Base Class
public:
    void f(int i);
    void g(int i);
};
class D: public B { // Derived Class
public:
    // Inherits B::f(int)
    // Inherits B::g(int)

};

B b;
D d;

b.f(1); // Calls B::f(int)
b.g(2); // Calls B::g(int)

d.f(3); // Calls B::f(int)
d.g(4); // Calls B::g(int)
```

#### Override & Overload

```
class B { // Base Class
public:
    void f(int);
    void g(int i);
};
class D: public B { // Derived Class
public:
    // Inherits B::f(int)
    void f(int);    // Overrides B::f(int)
    void f(string&); // Overloads B::f(int)
    // Inherits B::g(int)
    void h(int i);  // Adds D::h(int)

};

B b;
D d;

b.f(1);    // Calls B::f(int)
b.g(2);    // Calls B::g(int)

d.f(3);    // Calls D::f(int)
d.g(4);    // Calls B::g(int)

d.f("red"); // Calls D::f(string&)
d.h(5);     // Calls D::h(int)
```

- `D::f(int)` overrides `B::f(int)`
- `D::f(string)` overloads `B::f(int)`





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Summary

- Discussed the effect of inheritance on Data Members and Object Layout
- Discussed the effect of inheritance on Member Functions with special reference to Overriding and Overloading