

Polymorphism

OOP Principles, Virtual Members, Polymorphism



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#cpp-oop

1. Polymorphism
 - What is Polymorphism?
 - Types of Polymorphism
 - Override Methods
 - Overload Methods
2. Virtual Members and Overriding
3. Using Polymorphism
4. Specifics and Good Practices





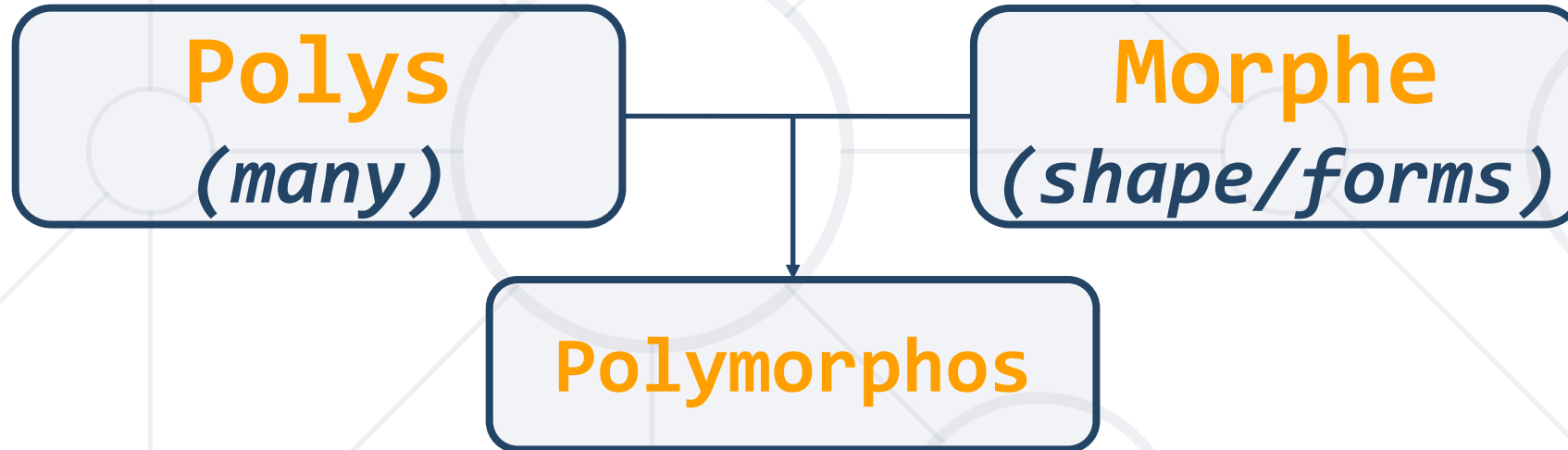
ANIMAL

The diagram features a central dark blue circle containing the word 'ANIMAL' in white capital letters. Two white lines branch out from the bottom of 'ANIMAL' to point at two white line-art icons: a dog's head on the left and a cat's head on the right. The background is white with a light gray geometric pattern of circles and lines.

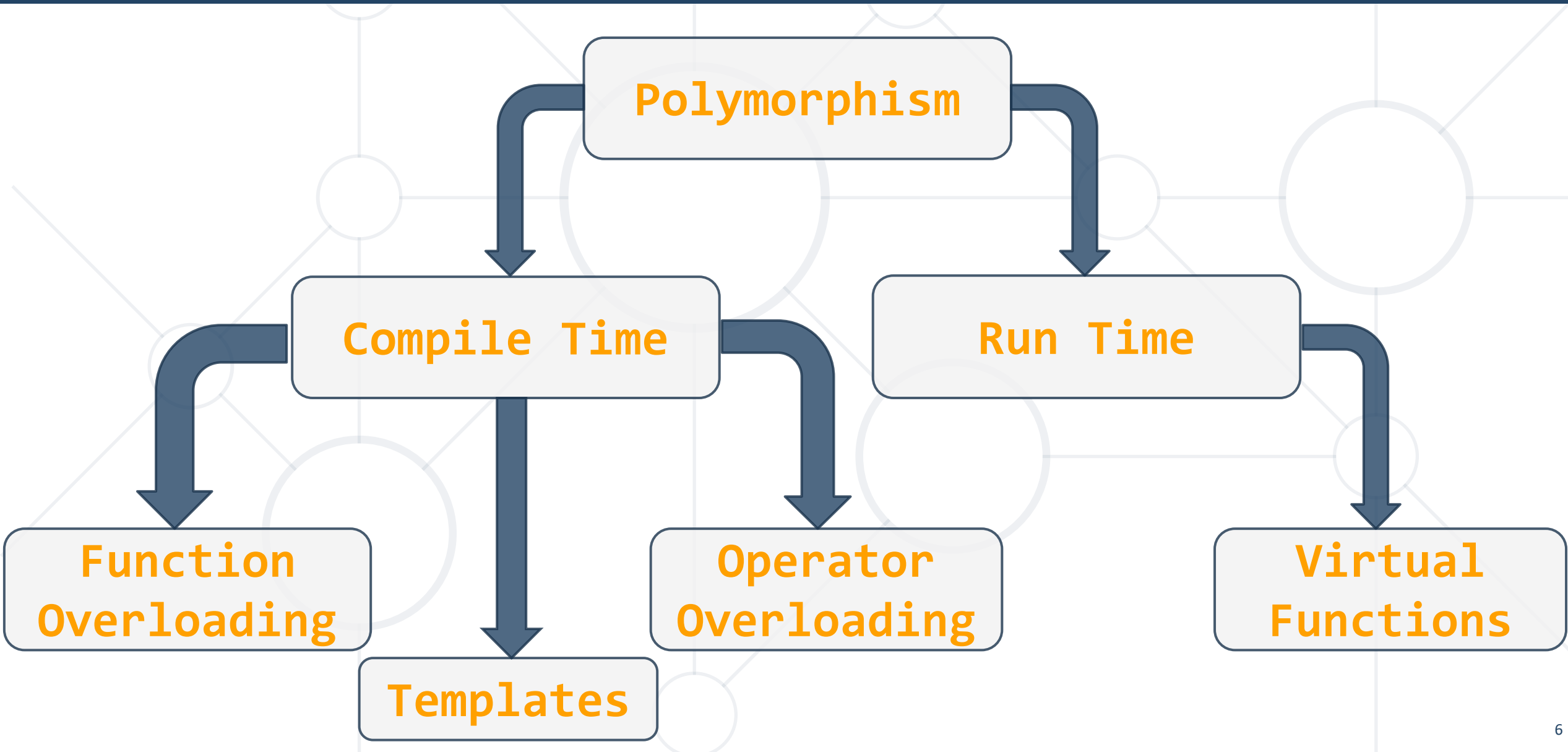
Polymorphism

What is Polymorphism?

- From the Greek



- Such as a word having **several different meanings** based on the context
- Often referred to as **the third pillar of OOP**, after encapsulation and inheritance





Compile Time Polymorphism

Compile Time Polymorphism

- Also known as **Static Polymorphism**
- This type of polymorphism is achieved by:
 - **Function overloading**
 - **Operator overloading**
 - **Template metaprogramming**
- Argument lists could **differ** in:
 - **Number of parameters**
 - **Data type of parameters**
 - **Sequence of Data type of parameters**



- **Overloading**
 - when two or more functions have the **same name** but **different parameters**
 - can take place in the **same class** or in its **sub-class**
- **Constructors and class methods** can be **overloaded**
- Overloaded methods must have a **different argument list**
- They may have the **same** or **different return types**

Function Overloading

```
public:
    void func(int x) { // function with 1 int parameter
        cout << "value of x is " << x << endl; }
    void func(double x) { // function with same name but 1 double parameter
        cout << "value of x is " << x << endl; }
    void func(int x, int y) { // function with same name and 2 int parameters
        cout << "value of x and y is " << x << ", " << y << endl; }
};

int main()
{
    func(13);
    func(13.2);
    func(33,43);
}
```

Output:

```
value of x is 13
value of x is 13.2
value of x and y is 33,43
```

Operator Overloading

```
class Complex {
private:
    int real, imag;
public:
    Complex(int r = 0, int i=0) { real = r; imag = i; }

    Complex operator + (Complex const &obj) { // This is automatically called when '+' is used with
        Complex res; // between two Complex objects
        res.real = real + obj.real
        res.imag = imag + obj.imag;
        return res; }

    Void print() {count << real << " + i"<< imag << endl;
};

int main()
{
    Complex c1(10, 5), c2(2,4);
    Complex c3 = c1 + c2; // An example call to "operator+"
    c3.print();
}
```

Output:
12 + i9

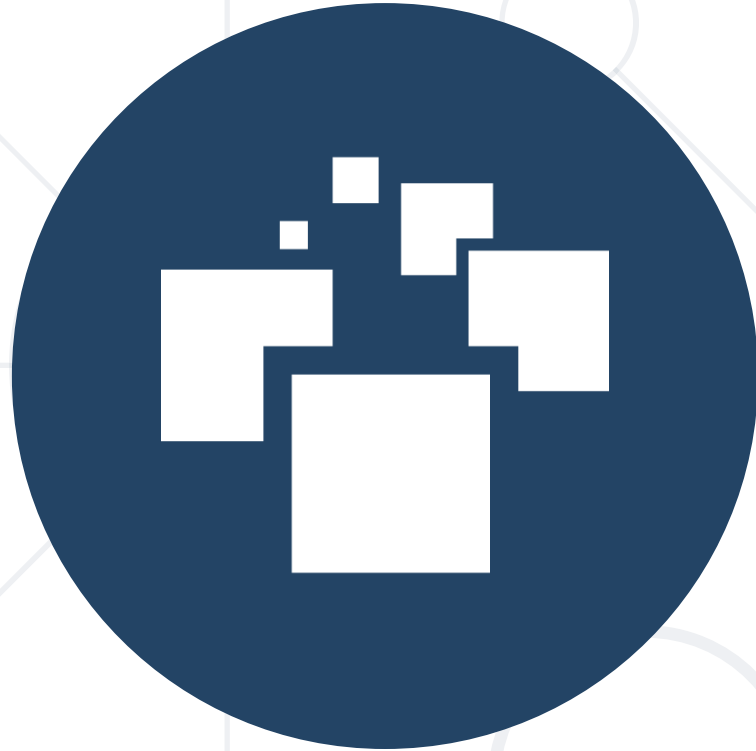


Runtime Polymorphism

- Also known as **Dynamic Polymorphism**
- This type of polymorphism is achieved by **virtual methods**
- A class type with at least one virtual function is a **polymorphic type**
- In order for **virtual methods** to be used:
 - the function definition in the derived class must **have the same definition** as the one in the base class
 - that base function is said to be **overridden**

- **Base** pointers / references can point to **derived** objects
 - **upcast** - not fitting larger into smaller object
 - **Derived d; Base* p = &d;**
 - **Base* p = new Derived();**
- Accesses base members, regardless of hiding

```
Airplane plane(510, 2400, 90);  
Vehicle* v = &plane;  
cout << v->toString() << endl; // calls Vehicle::toString()
```
- Unless members are **virtual overrides**



Virtual Members and Overriding

- **virtual** methods – allow **derived** to change implementation
- **override** – placed after same-signature **virtual** in **derived**
 - **Base** has **virtual void f()**
 - **Derived** has **virtual void f() override**

```
class Vehicle
{
    ...
    virtual void stop()
    {
        this->speed = 0;
    }
};
```

```
class Car : public Vehicle
{
    ...
    virtual void stop() override {
        Vehicle::stop();
        this->parkingBrakeOn = true;
    }
};
```


- Call **virtual** method from **base** pointer to **derived** object calls:
 - **Derived** method if there's a matching member
 - **Base** method otherwise

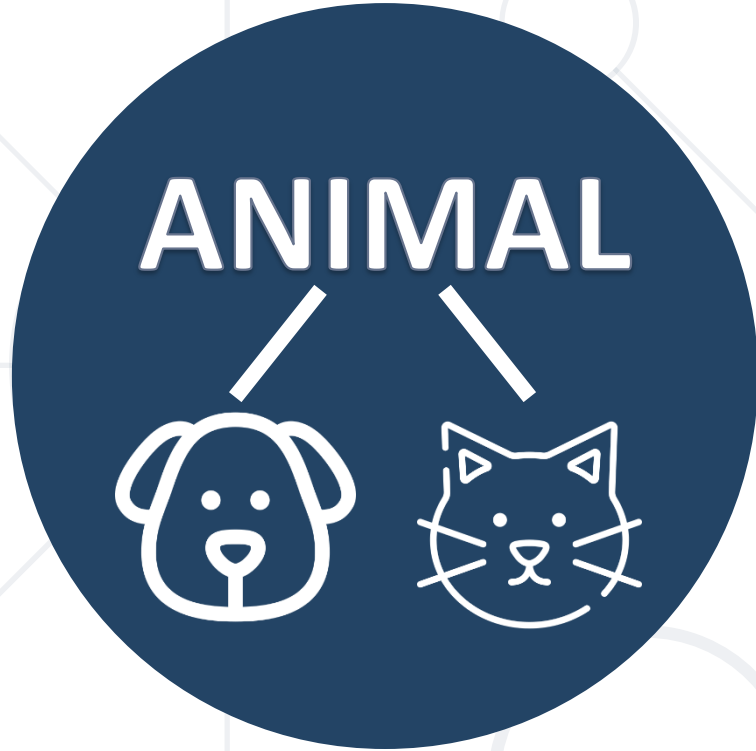
```
virtual void stop() { ... }           // class Vehicle
virtual string toString() const { ... }
```

```
virtual string toString() const override { ... } // class Airplane
virtual void stop() override { ... }
```

```
Vehicle* v = new Airplane plane(510, 2400, 90);
cout << v->toString() << endl; // calls Airplane::toString()
v->stop(); // calls Airplane::stop()
```


Rules for Overriding Method

- **Overriding** can take place in **sub-class**
- **Argument list** must be the **same** as that of the **parent method**
- The overriding method must have **same return type**
- **Access modifier** cannot be more **restrictive**
- **Static** and **final** methods can **NOT** be overridden
- The overriding method **must not** throw new or broader **checked exceptions**



Using Polymorphism

Polymorphism

- 
- **Base** class and **derived** class
 - **virtual** methods in **base**, with **overrides** in **derived**
 - **Base** pointers/references to **derived** objects, calling **overrides**
 - **virtual** destructor in a base class

```
vector<Vehicle*> vehicles
{
    new Airplane(...), new Car(...), new PlaygroundTrain()
};

for (auto vehiclePtr : vehicles) vehiclePtr->stop();
```

- Smart pointers can be used as **raw pointers** in order to achieve polymorphism
- They are used in the **same fashion**

```
std::unique_ptr<Vehicle> v =  
std::unique_ptr<Vehicle>(new Car(50, false));  
v->stop();
```



- Smart pointers could also be **part of a container**
 - This is the most **common polymorphic approach**

```
vector<Vehicle*> vehicles {  
    new Airplane(...), new Car(...), new PlaygroundTrain()  
};  
  
std::vector<std::unique_ptr<Vehicle>> vehicles;  
vehicles.push_back(std::unique_ptr<Vehicle>(new Car(50, false)));  
...  
for (const auto &vehiclePtr : vehicles) {  
    vehiclePtr->stop();  
}
```

Problem 1: Particle System

- Implement a particle system on the console simulating:
 - Raindrops (fall straight down)
 - Snowflakes (fall down & move sideways)
 - Meteorites (fall diagonally, leaving a fixed-length trace behind)
 - Lightning bolts (random downward pattern of particles, disappears as fast as each of the others does a move)
- Loop iterating **list** of **Particle***, calls **update()** on each
 - Inherit **Particle** (**position**, **symbol**, **exists**) with the above



Specifics and Good Practices

- The **override** keyword is just a safeguard
 - No effect if a **virtual** base method exists
 - Compilation error if NO **virtual** base method
 - Good practice: **use always when intending an override**
- If class has at least one virtual method, declare a **virtual** destructor
 - **virtual ~ClassName() {}**
 - **virtual ~ClassName() = default;**

- Inheriting from a final classes is forbidden

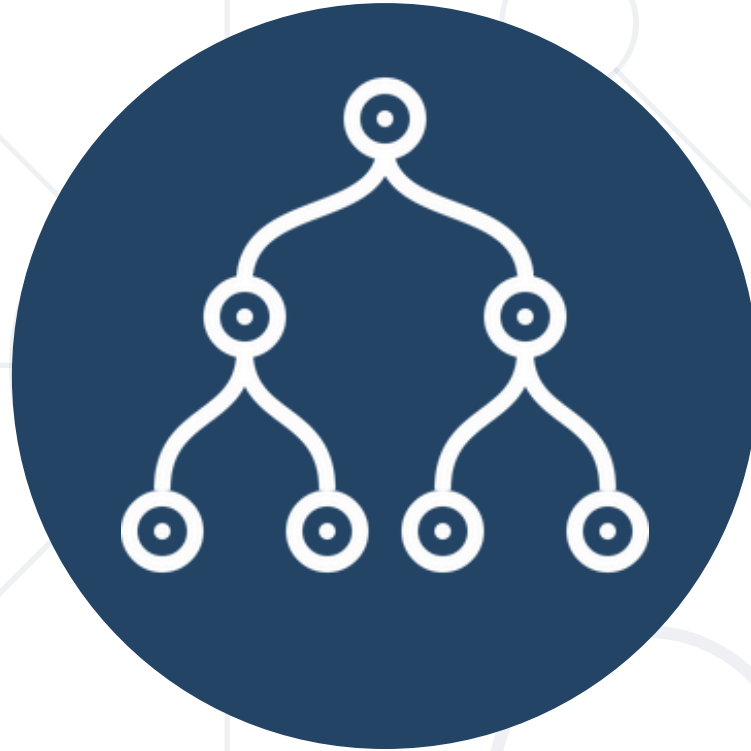
```
class Animal final {  
    ...  
}
```

```
public class Dog :public Animal { } // Error...
```

- **final** – defines a method that **can't be overridden**

```
class Animal
{
    public:
    virtual void eat() final { ... }
}
```

```
class Dog : public Animal
{
    public:
        void eat() override {}
    // Error...
}
```



Inheritance in Memory

Why Base Pointers Work

- Fields in memory follow declaration order
 - "Padding" is auto-added to **make size multiple** of the biggest primitive data type used in the object

```
class Organism {  
    float weight; bool eatsPlants; bool eatsAnimals;  
public:  
    Organism(float w, bool p, bool a) : weight(w), eatsPlants(p), eatsAnimals(a) {}  
};
```

```
Organism o(42, true, false);
```



Address	...	0x6afe4c...0x6afe4f	0x6afe50	0x6afe51	0x6afe52	0x6afe53	...
Byte	...	42	true	false	padding	padding	...

- **Base class members** inserted at start of **derived** object

```
class Spider : public Organism {  
    int numLegs; float weight; // NOTE: hiding weight field from Organism  
public:  
    Spider(int l, float w) : Organism(w, false, true), numLegs(l), weight(w) {}  
};
```

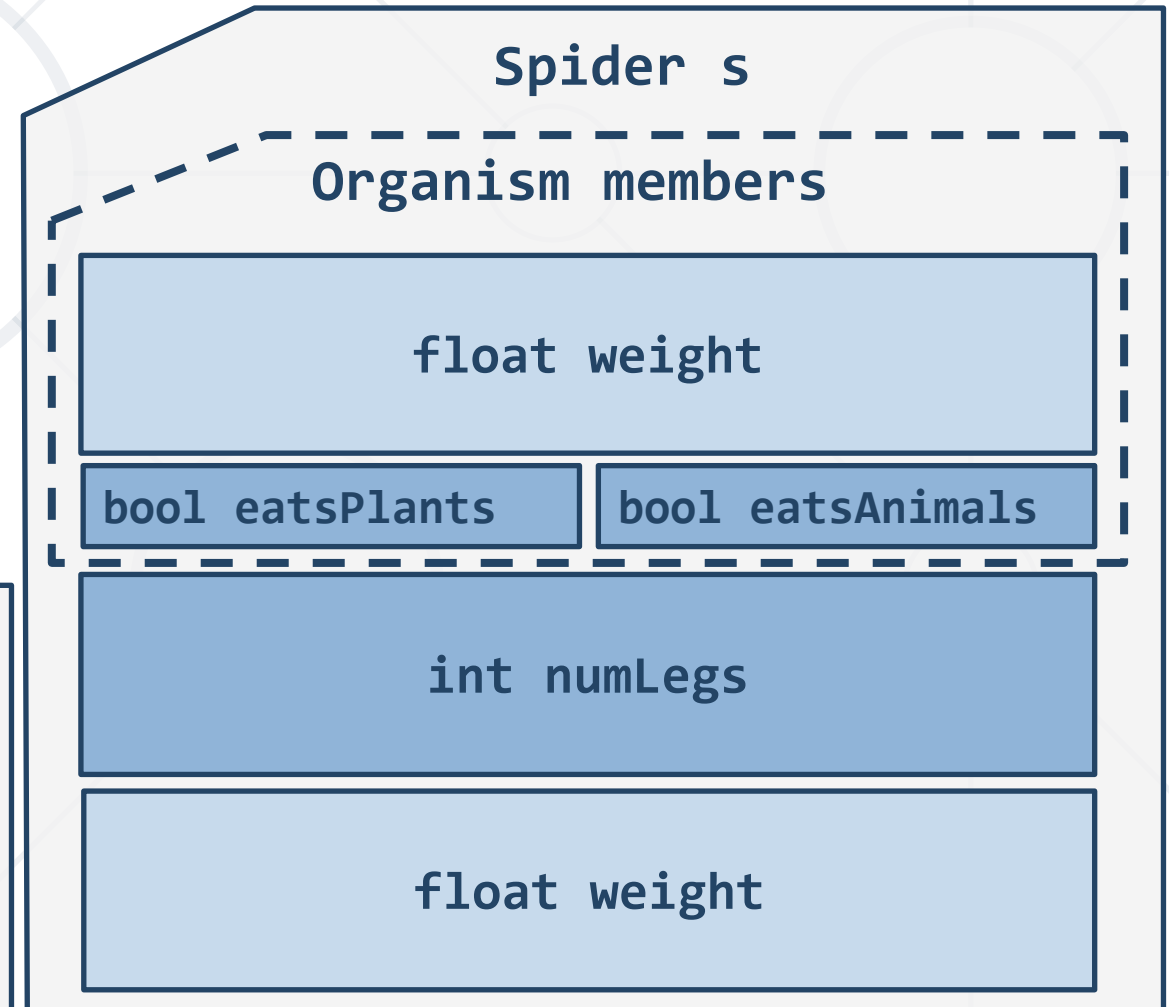
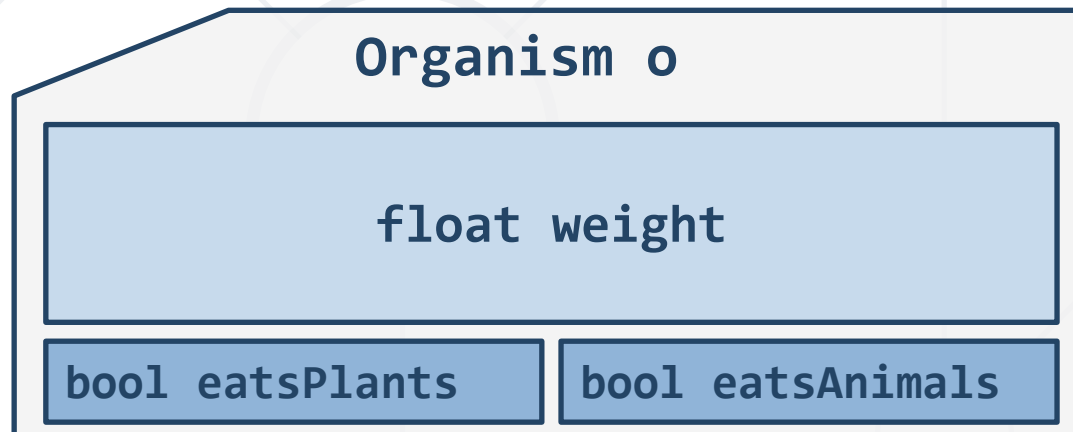
```
Spider s(6, 0.1);
```

		Organism					numLegs	weight	
Address	...	0x6afe4c...0x6a53					0x6afe54...0x6afe57	0x6afe58...0x6afe61	...
Byte	...	0.1	false	true	6	0.01	...

Inheritance and Hidden Fields - Memory

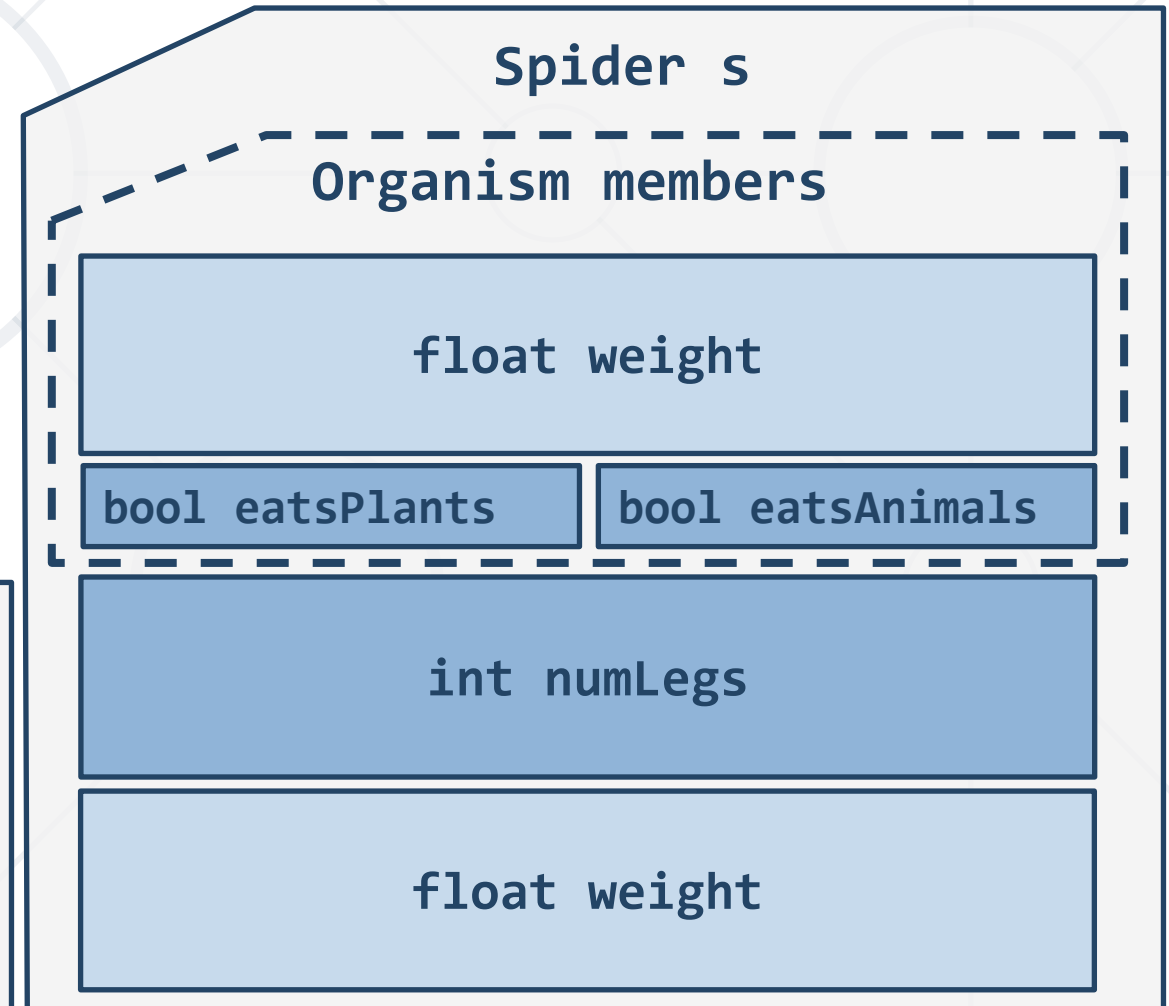
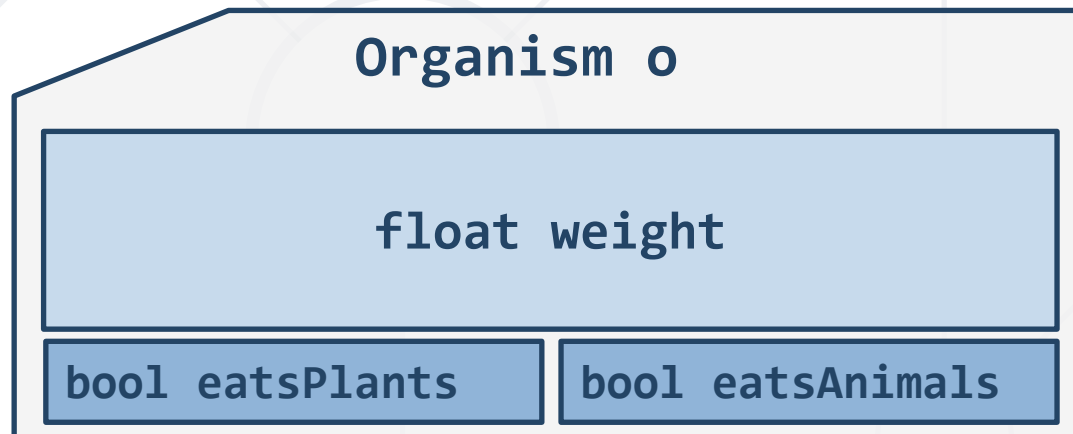
```
class Organism {  
    float weight; bool eatsPlants;  
    bool eatsAnimals; ...  
};
```

```
class Spider : public Organism {  
    int numLegs; float weight;  
    ...  
};
```



Inheritance and Hidden Fields - Pointers

```
Spider s(6, 0.042);  
Organism *oPtr = &s;  
oPtr->weight;  
oPtr->eatsPlants;  
oPtr->numLegs; //compilation error  
Spider * sPtr = (Spider*)oPtr;  
sPtr->weight;
```

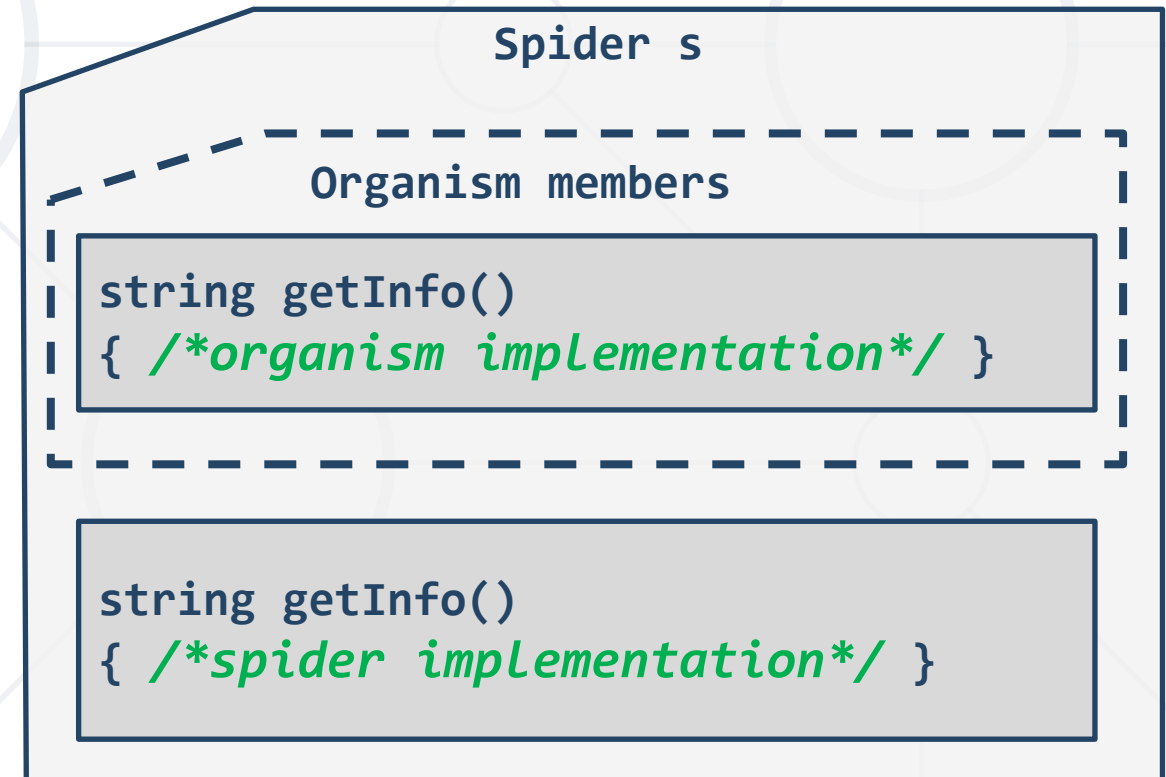


Hidden Methods in Memory - no virtual

```
class Organism { ...  
    string getInfo() const {  
        ...  
    }  
};
```

```
class Spider : public Organism { ...  
    string getInfo() const {  
        ...  
    }  
};
```

```
Spider s;  
Organism *oPtr = &s;  
oPtr->getInfo();  
Spider *sPtr = &s;  
sPtr->getInfo();
```

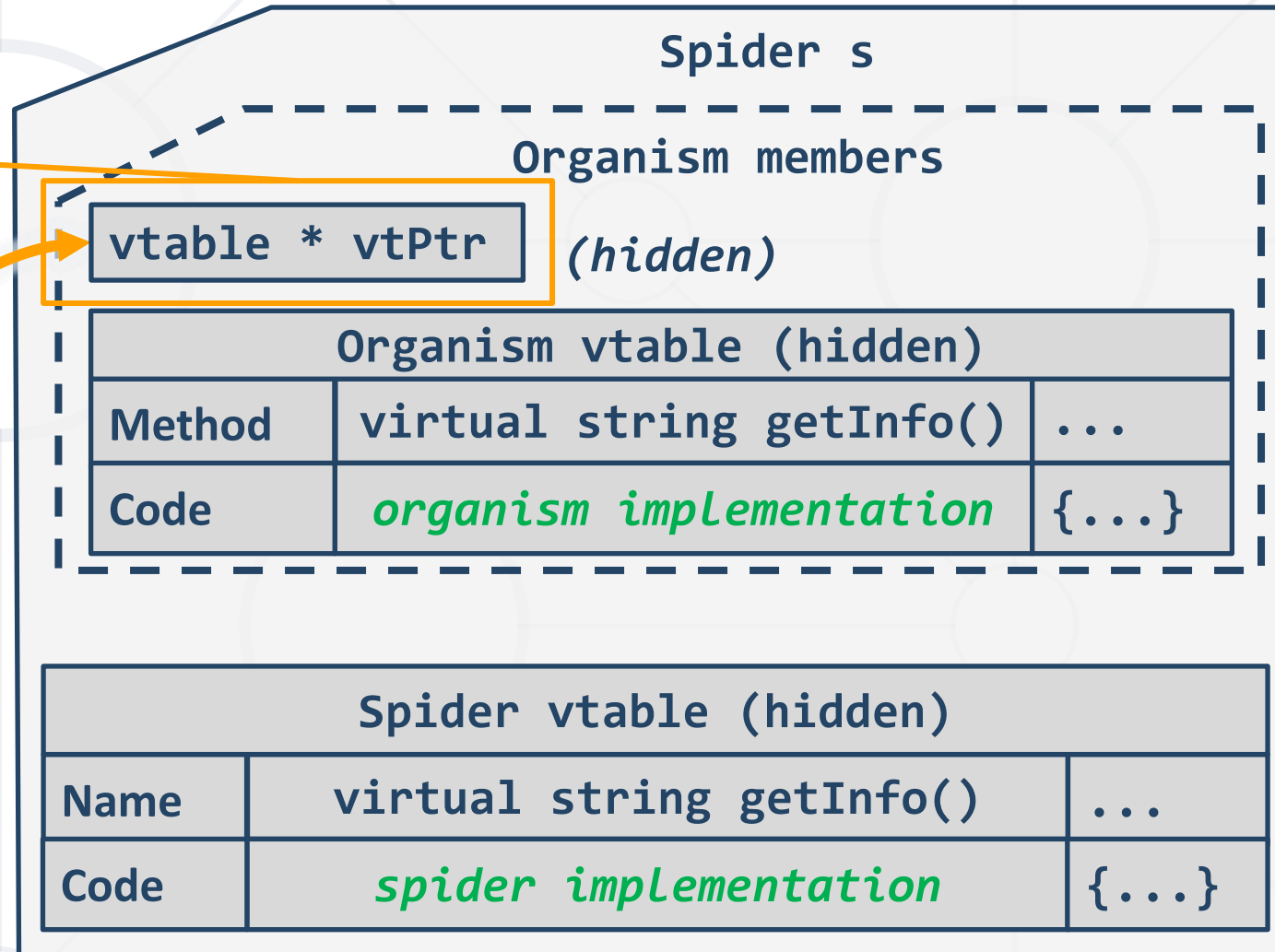


virtual Methods in Memory

```
class Organism { ...  
    virtual string getInfo() const {  
        ...  
    }  
};
```

```
class Spider : public Organism {  
    virtual string getInfo() const {  
        ...  
    }  
};
```

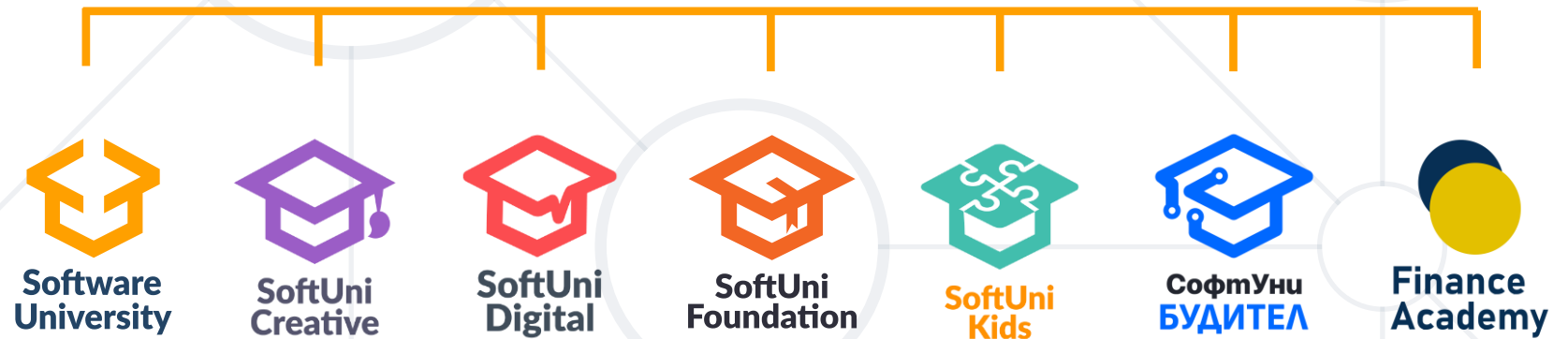
```
Spider s;  
Organism *oPtr = &s;  
oPtr->getInfo();  
Spider *sPtr = &s;  
sPtr->getInfo();
```



- Polymorphism
 - Definition
 - Types
- Override Methods
- Overload Methods
- **Virtual members** allow polymorphism
 - Treating objects as base pointers / references
 - Objects behave according to their overrides



Questions?



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