

物件導向程式設計

Pure Virtual Functions &
Abstract Classes

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Platform

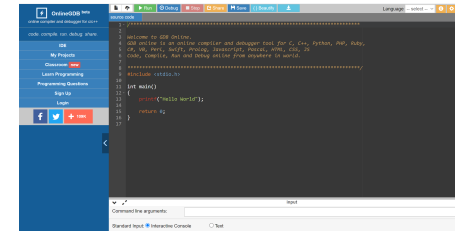
- Dev-C++

Click here to download.

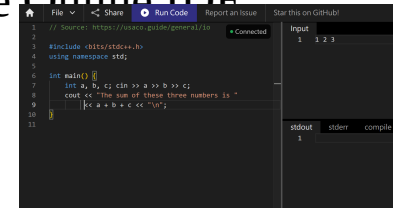
Note: Please use this version otherwise you can't compile your programs/projects in Win10.



- OnlineGDB (<https://www.onlinegdb.com/>)



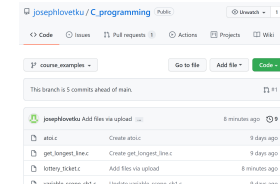
- Real-Time Collaborative Online IDE (<https://ide.usaco.guide/>)



- Other resources:

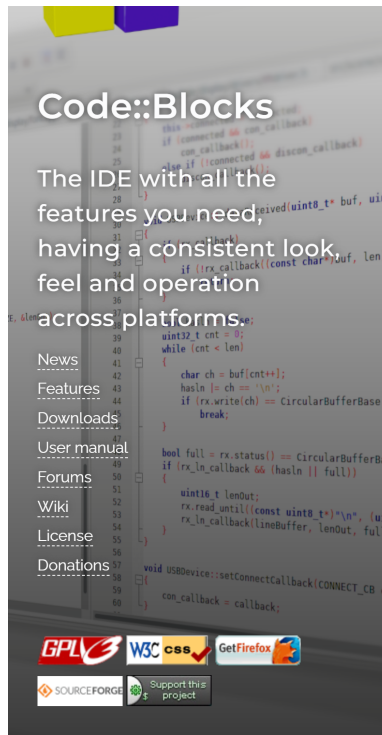
- MIT OpenCourseWare - Introduction to C++ [[link](#)].
- Learning C++ Programming [[Programiz](#)].
- GeeksforGeeks [[link](#)]

My GitHub page:
click [the link here](#) to visit.



Platform/IDE

- <https://www.codeblocks.org/>



Code::Blocks

Code::Blocks

The free C/C++ and Fortran IDE.

Code::Blocks is a free C/C++ and Fortran IDE built to meet the most demanding needs of its users. It is designed to be very extensible and fully configurable.

Built around a plugin framework, Code::Blocks can be extended with plugins. Any kind of functionality can be added by installing/coding a plugin. For instance, event compiling and debugging functionality is provided by plugins!

If you're new here, you can read the [user manual](#) or visit the [Wiki](#) for documentation. And don't forget to visit and join our [forums](#) to find help or general discussion about Code::Blocks.

We hope you enjoy using Code::Blocks!

The Code::Blocks Team

Latest news

Migration successful

We are very happy to announce that the process of migrating to the new infrastructure has completed successfully!

[Read more](#)

Pure Virtual Function

- **Implementation** of **all** functions sometimes cannot be provided all at once.
- We would like to **give a base class at first** and leave the actual implementation in the derived class.
- Such a base class is generally an **idea** or **concept**.
- Basically, we must **override** the pure virtual function in the derived class.

Pure Virtual Function

- **Pure Virtual Function:**
 - Assigning 0 in the declaration of a virtual function.
- **Abstract class:**
 - A class which has **at least one** pure virtual function.
 - An abstract class **cannot be instantiated**, but pointers (*) and references (&) of an abstract class can be created.
 - For derived classes to use its *interface*.
 - Any derived class of an abstract class **MUST implement ALL pure virtual functions**, **otherwise it would become an abstract class, too.**
 - We can **NOT** create an object of an abstract class.

Example

```
#include<iostream>
using namespace std;

class B {
public:
    virtual void s() = 0;
    // Pure Virtual Function
};
```

```
class D : public B {
public:
    void s() {
        cout << "Virtual Func. in D" << endl;
    }
};

int main() {
    B *b; // What if we use "B b;" ?
    D dobj;
    b = &dobj;
    b->s();
    return 0;
}
```

What if we do not override the pure function in the derived class?

```
#include<iostream>
using namespace std;

class Base {
public:
    virtual void show() = 0;
};

class Derived : public Base { };

int main() {
    Derived d;
    return 0;
}
```

What if we do not override the pure function in the derived class?

```
#include<iostream>
using namespace std;

class Base {
public:
    virtual void show() = 0;
};

class Derived : public Base { };

int main() {
    Derived d;
    return 0;
}
```

```
main.cpp:17:11: error: cannot declare variable 'd' to be of abstract type
'Derived'
   17 |     Derived d;
      |           ^
main.cpp:14:7: note:   because the following virtual functions are pure within
'Derived':
   14 |     class Derived : public Base { };
      |           ^~~~~~
main.cpp:11:18: note:   'virtual void Base::show()'
   11 |         virtual void show() = 0;
      |           ^~~~
```


What if we do not override the pure function in the derived class?

```
#include<iostream>
using namespace std;

class Base {
public:
    virtual void show();
};

class Derived : public Base { };

int main() {
    Derived d;
    return 0;
}
```

What's the output?

Example

```
#include<iostream>
using namespace std;

class B {
public:
    virtual void s() = 0;
    // Pure Virtual Function
};
```

```
class D : public B {
public:
    void s() {
        cout << "Virtual Func. in D" << endl;
    }
};

int main() {
    B *b = new D;
    b->s();
    return 0;
}
```

Example

```
#include<iostream>
using namespace std;

class B {
public:
    virtual void s() = 0;
    // Pure Virtual Function
};
```

```
class D : public B {
public:
    void s() {
        cout << "Virtual Func. in D" << endl;
    }
};

int main() {
    B *b = new D;
    B &r = (*b); // what's the outcome?
    r.s();
    return 0;
}
```

Can an abstract class have a constructor?

```
#include<iostream>
using namespace std;

class Base {
protected:
    int x;
public:
    virtual void fun() = 0;
    Base(int i) {
        x = i;
        cout << "Constructor of base called"
            << endl;
    }
    ~Base() = default;
};
```

```
class Derived: public Base {
    int y;
public:
    Derived(int i, int j): Base(i) {
        y = j;
    }
    void fun() { cout << "x = " << x
                    << ", y = " << y
                    << endl; }
};
```

```
int main() {
    Derived d(4, 5);
    d.fun();

    Base *ptr = new Derived(6,7);
    ptr->fun();
    return 0;
}
```

Exercise

Reference: <https://openhome.cc/Gossip/CppGossip/PureVirtualFunction.html>

```
class GuessGame {
public:
    virtual void go() = 0; // play game
    virtual void welcome(string text) = 0;
    // print the welcome message
    virtual void exitGame(string text) = 0;
    // print the ending message
    virtual ~GuessGame() = default;
};
```

```
int main() {
    GuessGame &game = ConsoleGame();
    game.welcome();
    game.go();
    game.exitGame();
    return 0;
}
```

```
class ConsoleGame : public GuessGame {
public:
    void go() {
        /* please implement the number
guessing game*/
    }
    void welcome(string text) {
        /* please implement this
welcoming function */
    }
    void exitGame(string text) {
        /* please implement this
ending function */
    }
};
```

Exercise (contd.)

- The number guessing game in C: [source_code](#)
 - Please rewrite it in C++ style.
 - Implement the member function `go()` in the derived class `ConsoleGame`.
 - Design your own `void welcome(string text)` and `exitGame` by printing some words or sentences (up to you).