

SEARCH

RESOURCES

CONCEPTS

1. Polymorphism and Inheritance

2. Bjarne on Inheritance

3. Inheritance

4. Access Specifiers

5. Exercise: Animal Class

6. Composition

7. Exercise: Class Hierarchy

8. Exercise: Friends

9. Polymorphism: Overloading

10. Polymorphism: Operator Overlo...

11. Virtual Functions

12. Polymorphism: Overriding

13. Override

14. Multiple Inheritance

15. Generic Programming

16. Bjarne on Generic Programming

17. Templates

18. Bjarne on Templates

19. Exercise: Comparison Operation

20. Deduction

21. Exercise: Class Template

22. Summary

23. Bjarne on Best Practices with Cla...

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In 1 |: // This example demonstrates the privacy levels
// between parent and child classes
#include <iostream>
#include <string>
using std::string;

class Vehicle {
public:
    int wheels = 0;
    string color = "blue";

    void Print() const
    {
        std::cout << "This " << color << " vehicle has " << wheels << " wheels!\n";
    }
};

class Car : public Vehicle {
public:
    bool sunroof = false;
};

class Bicycle : protected Vehicle {
public:
    bool kickstand = true;
    void Wheels(int w)
    {
        wheels = w;
    }
};

class Scooter : private Vehicle {
public:
    bool electric = false;
    void Wheels(int w)
    {
        wheels = w;
    }
};

int main()
{
    Car car;
    car.wheels = 4;
    Bicycle bicycle;
    bicycle.Wheels(2);
    Scooter scooter;
    scooter.Wheels(1);
};
```

Compile & Execute

Explain

Loading terminal (id_6jiky9u), please wait...