

Lesson 3:  
Advanced OOP

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...

In 1 | 1: #include <iostream> #include <string> using std::string; class Vehicle { public: int wheels = 0; string color = "blue"; string make = "generic"; void Print() const { std::cout << "This " << color << " " << make << " vehicle has " << wheels << " wheels!\n"; } }; class Car : public Vehicle { public: bool sunroof = false; }; class Bicycle : public Vehicle { public: bool kickstand = true; }; class Scooter : public Vehicle { public: bool electric = false; }; int main() { Scooter scooter; scooter.wheels = 2; scooter.Print(); }

Compile & Execute Explain

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