

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...

Exercise: Class Hierarchy

SEND FEEDBACK

In 1 | 1: #include <cassert>

// TODO: Declare Vehicle as the base class

class Vehicle {};

// TODO: Derive Car from Vehicle

class Car : public Vehicle {

public:

int wheels(4);

};

// TODO: Derive Sedan from Car

class Sedan : public Car {

public:

bool trunk(true);

int seats(4);

};

// TODO: Update main to pass the tests

int main() {

Sedan sedan;

assert(sedan.trunk == true);

assert(sedan.seats == 4);

assert(sedan.wheels == 4);

}

Compile & Execute

Explain

Loading terminal (id_dssp0q5), please wait...

Loading [MathJax/extensions/Safe.js]

Menu

Shrink

NEXT