

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: Animal Class

SEND FEEDBACK

Inheritance

In this exercise you will practice building an inheritance hierarchy.

Instructions

1. Define a class `Animal`.

2. Define 3 member variables: `color`, `name`, `age`.

3. Define a derived class `Snake` that inherits from the base class `Animal`.

4. Create a member variable `length` for the `Snake` class.

5. Create a derived class `Cat` that inherits from the base class `Animal`.

6. Create a member variable `height` for the `Cat` class.

7. Create `MakeSound()` member functions for each of the derived classes.

8. In the `main()` function instantiate `Snake` and `Cat` objects. Initialize both their unique and derived attributes. Program them to make a sound.

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Menu

Expand

NEXT