

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

In [ ]:

In [ ]:

```
#include<iostream>
#include<string>

// Define base class Animal
class Animal{
public:
    std::string color;
    std::string name;
    int age;

private:
};

class Snake : public Animal
{
public:
    float length;
    void MakeSound(){std::cout<<"belebele"<<std::endl;};
};

// Declare derived class Snake

// Declare derived class Cat
class Cat : public Animal
{
public:
    float height;
    void MakeSound(){std::cout<<"niaaasong"<<std::endl;};
};

// Test in main()
int main()
{
    Cat cat;
    Snake snake;
    snake.MakeSound();
    cat.MakeSound();
    return 0;
}
```

Compile & Execute

Explain

Loading terminal (id\_khtxygp), please wait...

Show Solution

Loading [MathJax]/extensions/Safe.js

Menu

Shrink

NEXT