

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...

Polymorphism: Overriding

SEND FEEDBACK

In 1 | 1:

```
#include <assert.h>
#include <string>

class Animal {
public:
    virtual std::string Talk() const = 0;
};

class Dog : public Animal {
public:
    virtual std::string Talk() const {return "Woof";}
};

// TODO: Declare a class Dog that inherits from Animal

int main() {
    Dog dog;
    assert(dog.Talk() == "Woof");
}
```

Compile & Run

Explain

Loading terminal (id_Sqr6vze), please wait...

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NEXT