

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 Overl...

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: Operator Overloading

SEND FEEDBACK

In 1 | 1: #include <assert.h>

// TODO: Define Point class

class Point {

public:

// TODO: Define public constructor

Point(int x = 0, int y = 0) : x(x), y(y) {}

// TODO: Define + operator overload

Point operator+(const Point& addend) {

Point sum;

sum.x = x + addend.x;

sum.y = y + addend.y;

return sum;

}

// TODO: Declare attributes x and y

int x, y;

};

// Test in main()

int main() {

Point p1(10, 5), p2(2, 4);

Point p3 = p1 + p2; // An example call to 'operator +';

assert(p3.x == p1.x + p2.x);

assert(p3.y == p1.y + p2.y);

}

Compile & Execute

Show Solution

Explain

Loading terminal (id_ojrzbc), please wait...

Loading [MathJax]/extensions/Safe.js

Menu

Shrink

NEXT