

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 Template

Classes are the building blocks of object oriented programming in C++. Templates support the creation of generic classes!

Class templates can declare and implement generic attributes for use by generic methods. These templates can be very useful when building classes that will serve multiple purposes.

In this exercise you will create a `class Mapping` that maps a generic key to a generic value.

All of the code has been written for you, except the initial template specification.

In order for this template specification to work, you will need to include two generic types: `KeyName` and `ValueName`. Can you imagine how to do that?

Instructions

1. Write the template specification.

2. Verify that the test passes.

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Menu

Expand

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NEXT