

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...

Templates

SEND FEEDBACK

In 1 |>:

#include <assert.h>

// TODO: Create a generic function Product that multiplies two parameters
template<typename T>
T Product(T a, T b) {
 return a * b;
}

int main() {
 assert(Product<int>(10, 2) == 20);
}

Compile & Execute

Explain

Loading terminal (id_0mahhfj), please wait...

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NEXT