

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: Comparison Operation

SEND FEEDBACK

In 1 1: #include <assert.h>  
// TODO: Declare a generic, templated function Max()  
template<typename T> T Max(T a, T b) {  
 return a > b ? a : b;  
}  
  
int main() {  
 assert(Max(10, 50) == 50);  
 assert(Max(5.7, 1.436248) == 5.7);  
}

Compile & Execute Explain

Loading terminal (id\_87qzzt7), please wait...

Loading [MathJax]/extensions/Safe.js

Menu Shrink

NEXT