

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: Overloading

SEND FEEDBACK

In 1 1: #include <iostream>

class Human {};
class Dog {};
class Cat {};

// TODO: Write hello() function
void hello() { std::cout << "Hello, World!\n"; }

// TODO: Over load hello() three times
void hello(Human human) { std::cout << "Hello, Human!\n"; }
void hello(Dog dog) { std::cout << "Hello, Dog!\n"; }
void hello(Cat cat) { std::cout << "Hello, Cat!\n"; }

// TODO: Call hello() from main()
int main()
{
 hello();
 hello(Human());
 hello(Dog());
 hello(Cat());
}

Compile & Execute

Explain

Loading terminal (id_vvmjmg), please wait...

↑ Menu

⌵ Shrink

NEXT