## 派生类

## 调用顺序

```
// 3 A B C extends.cpp : 定义控制台应用程序的入口点。
1
2
   //
3
  #include "stdafx.h"
4
5
  #include <iostream>
6
  using namespace std;
7
8
  class CTop
9
  {
10 private:
       int m_a;
11
12
13 public:
       CTop(int a);
14
       ~CTop();
15
16 };
17
18 class CMiddle:public CTop
19 {
20 private:
21
       int m_b;
22
23 public:
       CMiddle(int a, int b);
24
       ~CMiddle();
25
26 };
27
28 class CBottom:public CMiddle
29 {
30
   private:
31
       int m_c;
32
33
   public:
       CBottom(int a, int b, int c);
34
       ~CBottom();
35
```

```
36 };
37
38 CTop::CTop(int a = 0)
39 {
40
        this->m_a = a;
        cout << "a.." << m_a << endl;</pre>
41
        cout << "CTop constructed\r\n";</pre>
42
43 }
44
45 CTop::~CTop()
46 {
        this->m_a = 0;
47
        cout << "a.." << m_a << endl;</pre>
48
49
        cout << "~CTop deconstructed\r\n";</pre>
50 }
51
52 CMiddle::CMiddle(int a = 0, int b = 0) :CTop(a) //初始化成员列表,
   执行CTop类中的构造函数
53 {
54
       this->m_b = b;
        cout << "b.." << m_b << endl;</pre>
55
        cout << "CMiddle constructed\r\n";</pre>
56
57 }
58
59 CMiddle::~CMiddle()
60 {
       this->m_b = 0;
61
        cout << "b.." << m_b << endl;</pre>
62
        cout << "~CMiddle constructed\r\n";</pre>
63
64 }
65
66 CBottom::CBottom(int a, int b, int c):CMiddle(a,b)//初始化成员列
    表,执行CMiddle类中的构造函数
67 {
68
       this->m_c = c;
        cout << "c.." << m_c << endl;</pre>
69
        cout << "CBottom constructed\r\n";</pre>
70
71 }
72
73 | CBottom::~CBottom()
74 {
75
        this->m_c = 0;
```

```
76
       cout << "c.." << m_c << endl;</pre>
77
       cout << "~CBottom constructed\r\n";</pre>
78 }
79
80
81 int main()
82 {
83
       CBottom bottom(1, 2, 3);
84
85
       return 0;
86 }
87 /*
88 output:
89
90 a..1
91 CTop constructed
92 b..2
93 CMiddle constructed
94 c...3
95 CBottom constructed
96 c..0
97 ~CBottom constructed
98 b..0
99 ~CMiddle constructed
100 a..0
101 ~CTop deconstructed
102 */
103
104 /*
105 创建类对象时,应先调用其构造函数。
106 但是如果这个类有成员对象,则要先执行成员对象自己所属类的构造函数,
107 当全部成员对象都执行了自身类的构造函数后,再执行当前类的构造函数。
108
109 调用顺序,
110 构造函数
111 CTop -> CMiddle -> CBottom
112
113 析构函数
114 CBottom -> CMiddle -> CTop
115 */
```

## 参考资料

• 派生类及调用顺序

https://blog.csdn.net/rhzwan123/article/details/2105205