CIS 190: C/C++ Programming

Lecture 10

Inheritance

Outline

- Code Reuse
- Object Relationships
- Inheritance
  - What is Inherited
  - Handling Access
- Overriding
- Homework and Project

Code Reuse

- important to successful coding

- efficient
  - no need to reinvent the wheel
- error free (more likely to be)
  - code has been previously used/test

Code Reuse Examples

- What are some ways we reuse code?

- Any specific examples?

Code Reuse Examples

- What are some ways we reuse code?
  - functions
  - classes

- Any specific examples?
  - calling Insert() and a modified Delete() for Move()
  - calling accessor functions inside a constructor

Code Reuse Examples

- What are some ways we reuse code?
  - functions
  - classes
  - inheritance – what we'll be covering today

- Any specific examples?
  - calling Insert() and a modified Delete() for Move()
  - calling accessor functions inside a constructor

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Refresher on Objects

- ***objects*** are what we call an ***instance*** of a ***class***

- for example:
  - **`Rectangle`** is a class
  - **`r1`** is a variable of type **`Rectangle`**
  - **`r1`** is a **`Rectangle`** object

Object Relationships

- two types of object relationships

- is-a
  - inheritance

- has-a
  - composition
  - aggregation

} both are forms of association

Inheritance Relationship

a Car ***is-a*** Vehicle

- this is called ***inheritance***

Inheritance Relationship

a Car ***is-a*** Vehicle

- the Car class ***inherits*** from the Vehicle class

- Vehicle is the general class, or the ***parent class***
- Car is the specialized class, or ***child class***, that inherits from Vehicle

Inheritance Relationship Code

```
class Vehicle {
  public:
    // functions
  private:
    int    m_numAxles;
    int    m_numWheels;
    int    m_maxSpeed;
    double m_weight;
    // etc
} ;
```

Inheritance Relationship Code

```
class Vehicle {
  public:
    // functions
  private:
    int    m_numAxles;
    int    m_numWheels;
    int    m_maxSpeed;
    double m_weight;
    // etc
} ;
```

all Vehicles have axles, wheels, a max speed, and a weight

Inheritance Relationship Code

```
class Car {

} ;
```

Inheritance Relationship Code

```
class Car: public Vehicle {

} ;
```

Car inherits from
the Vehicle class

Inheritance Relationship Code

```
class Car: public Vehicle {

} ;
```

Car inherits from the Vehicle class

don't forget the colon here!

Inheritance Relationship Code

```
class Car: public Vehicle {
  public:
    // functions
  private:
    int     m_numSeats;
    double  m_MPG;
    string  m_color;
    string  m_fuelType;
    // etc
} ;
```

all Cars have a number of seats, a MPG value, a color, and a fuel type

Inheritance Relationship Code

```
class Car:
  public Vehicle { /*etc*/ };
```

Inheritance Relationship Code

```
class Car:
  public Vehicle { /*etc*/ };
class Plane:
  public Vehicle { /*etc*/ };
class SpaceShuttle:
  public Vehicle { /*etc*/ };
class BigRig:
  public Vehicle { /*etc*/ };
```

Composition Relationship

a Car ***has-a*** Chassis

- this is called ***composition***

Composition Relationship

a Car ***has-a*** Chassis

- the Car class ***contains*** an object of type Chassis

- a Chassis object is part of the Car class
- a Chassis cannot “live” out of context of a Car
  - if the Car is destroyed, the Chassis is also destroyed

Composition Relationship Code

```
class Chassis {
  public:
    //functions
  private:
    string m_material;
    double m_weight;
    double m_maxLoad;
    // etc
} ;
```

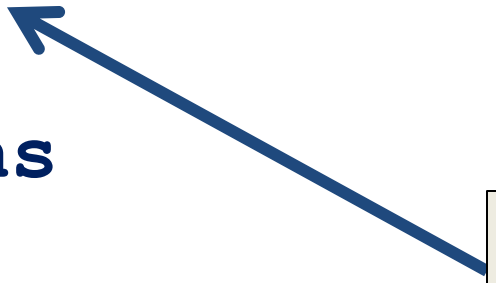
Composition Relationship Code

```
class Chassis {
  public:
    //functions
  private:
    string m_material;
    double m_weight;
    double m_maxLoad;
    // etc
} ;
```

all Chassis have a material, a weight, and a maxLoad they can hold

Composition Relationship Code

```
class Chassis {
   public:
      //functions
   private:
      string m_material;
      double m_weight;
      double m_maxLoad;
      // etc
} ;
```



also, notice that there is no inheritance for the Chassis class

Composition Relationship Code

```
class Car: public Vehicle {
  public:
    //functions
  private:
    // member variables, etc.



} ;
```

Composition Relationship Code

```
class Car: public Vehicle {
  public:
    //functions
  private:
    // member variables, etc.

    // has-a (composition)
    Chassis m_chassis;
} ;
```

Aggregation Relationship

a Car ***has-a*** Driver

- this is called ***aggregation***

Aggregation Relationship

a Car ***has-a*** Driver

- the Car class is ***linked to*** an object of type Driver

- Driver class is not directly related to the Car class
- a Driver **can** live out of context of a Car
- a Driver must be "contained" in the Car object <u>via a pointer</u> to a Driver object

Aggregation Relationship Code

```
class Driver: public Person {
  public:
    // functions
  private:
    Date   m_licenseExpire;
    string m_licenseType;
    // etc
} ;
```

Aggregation Relationship Code

```
class Driver: public Person {
  public:
    // functions
  private:
    Date   m_licenseExpire;
    string m_licenseType;
    // etc
} ;
```

Driver itself is a child class of Person

Aggregation Relationship Code

```
class Driver: public Person {
  public:
    // functions
  private:
    Date   m_licenseExpire;
    string m_licenseType;
    // etc
} ;
```

Driver itself is a child class of Person

Driver inherits all of Person's member variables (Date m_age, string m_name, etc.) so they aren't included in the Driver child class

Aggregation Relationship Code

```
class Car: public Vehicle {
  public:
    //functions
  private:
    // member variables, etc.



} ;
```

Aggregation Relationship Code

```
class Car: public Vehicle {
  public:
    //functions
  private:
    // member variables, etc.

    // has-a (aggregation)
    Person *m_driver;
} ;
```

Visualizing Object Relationships

- on paper, draw a representation of how the following objects relate to each other
- make sure the type of relationship is clear

- Car
- Vehicle
- BigRig
- Rectangle
- SpaceShuttle

- Engine
- Driver
- Person
- Owner
- Chassis

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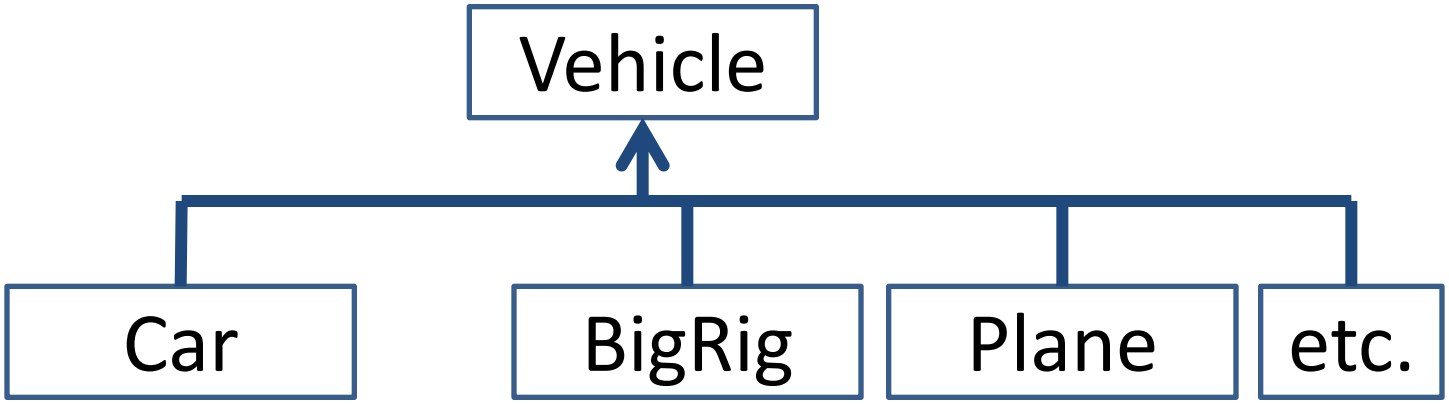
Inheritance Access Specifiers

- inheritance can be done via public, private, or protected
- we're going to focus exclusively on public

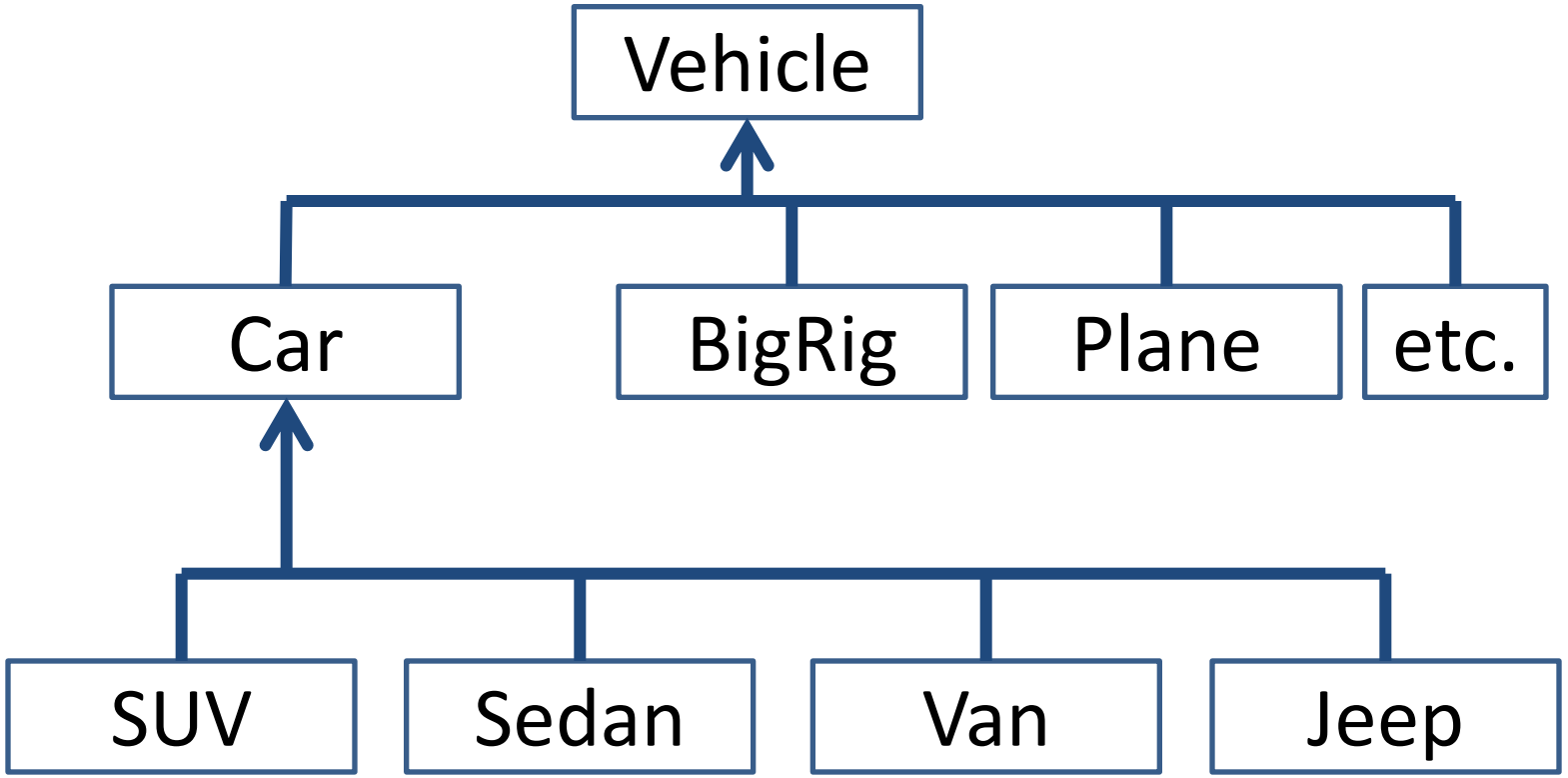
- you can also have multiple inheritance
  - where a child class has more than one parent
- we won't be covering this

Hierarchy Example

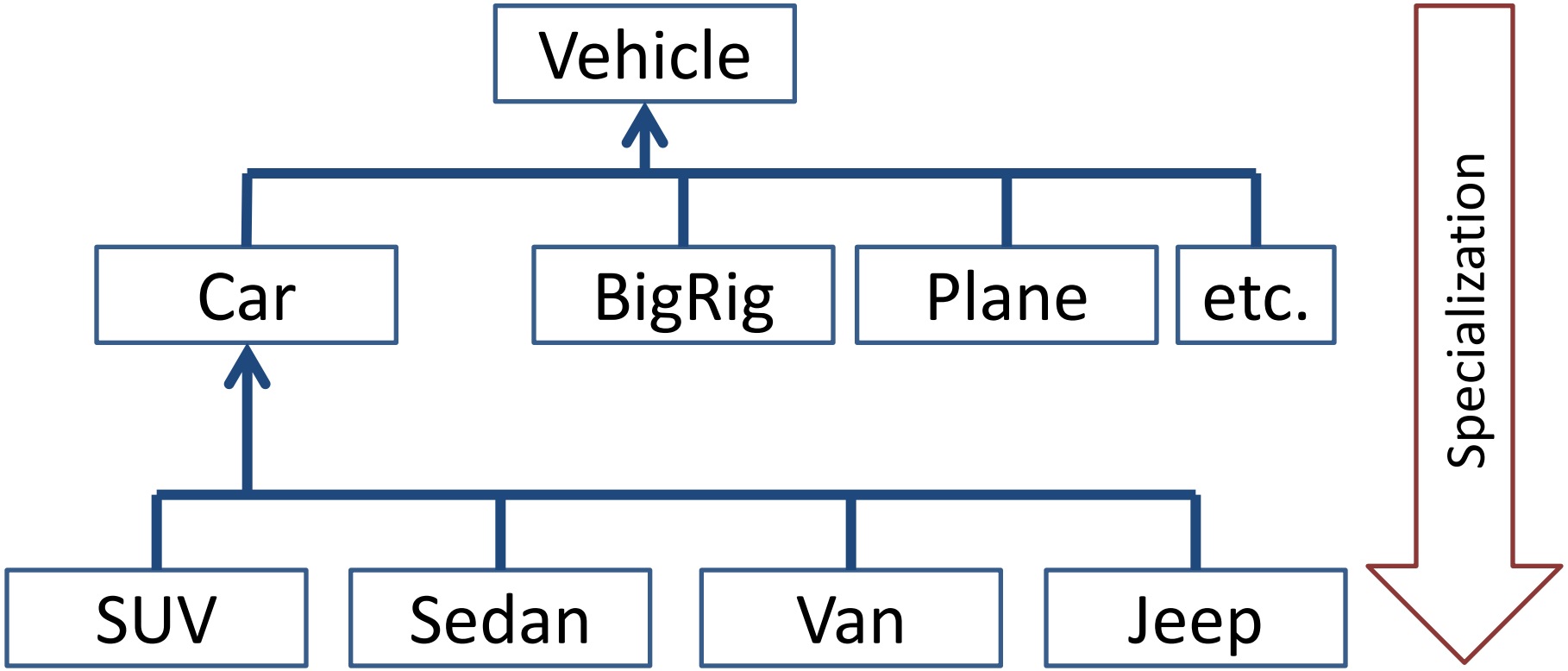
Hierarchy Example



Hierarchy Example



Hierarchy Example



Hierarchy Vocabulary

- **more general class** (e.g., Vehicle) can be called:
  - parent class
  - base class
  - superclass
- **more specialized class** (e.g., Car) can be called:
  - child class
  - derived class
  - subclass

Hierarchy Details

- parent class contains all that is common among its child classes (less specialized)
  - Vehicle has a maximum speed, a weight, etc. because all vehicles have these

- member variables and functions of the parent class are inherited by **all** of its child classes

Hierarchy Details

- child classes can use, extend, or replace the parent class behaviors

Hierarchy Details

- child classes can **use**, extend, or replace the parent class behaviors

- use
  - the child class takes advantage of the parent class behaviors exactly as they are
    - like the mutators and accessors from the parent class

Hierarchy Details

- child classes can use, **extend**, or replace the parent class behaviors

- extend
  - the child class creates entirely new behaviors
    - a **`RepaintCar()`** function for the Car child class
    - mutators/accessors for new member variables

Hierarchy Details

- child classes can use, extend, or **replace** the parent class behaviors

- replace
  - child class overrides parent class's behaviors
    - (we'll cover this later today)

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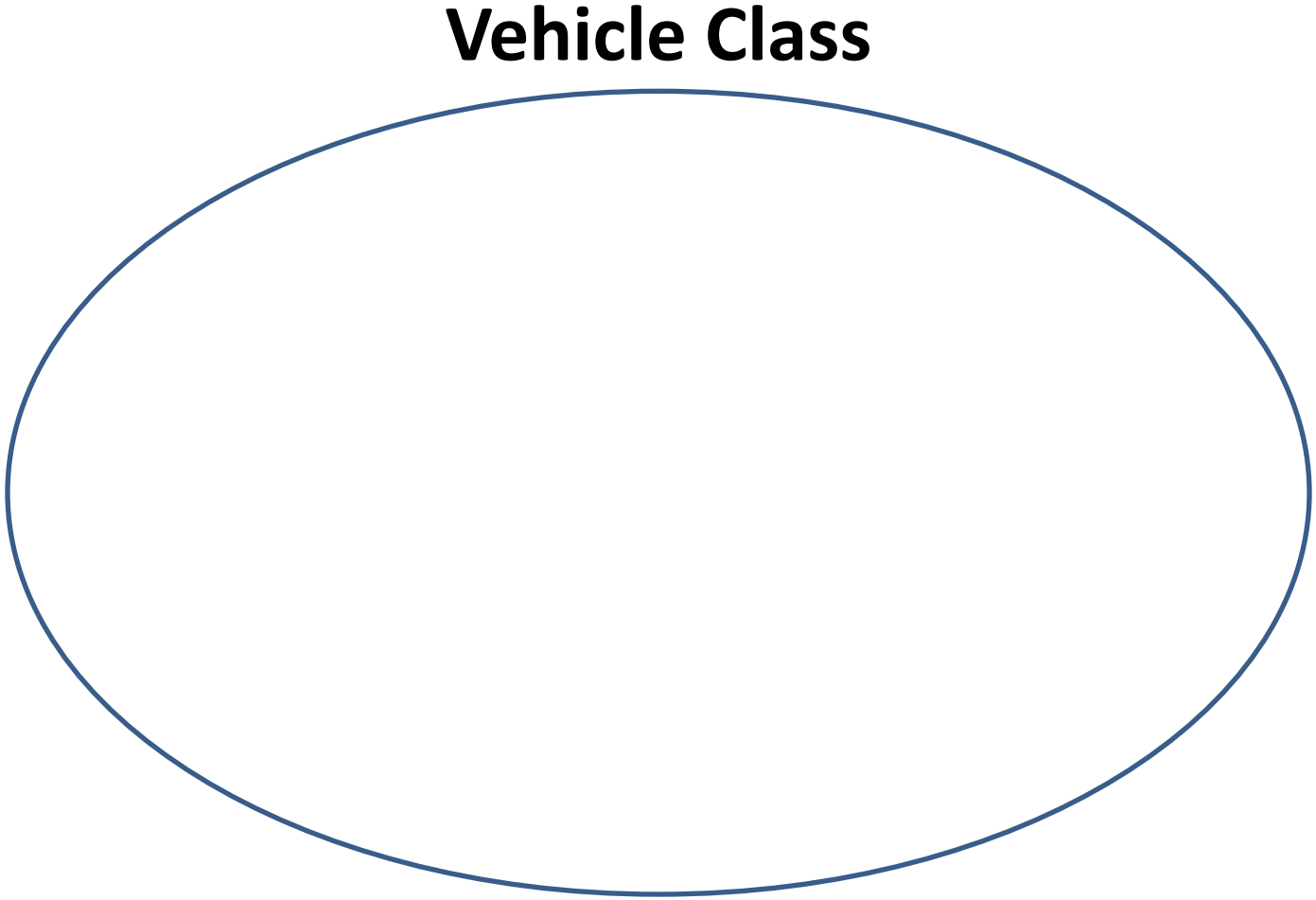
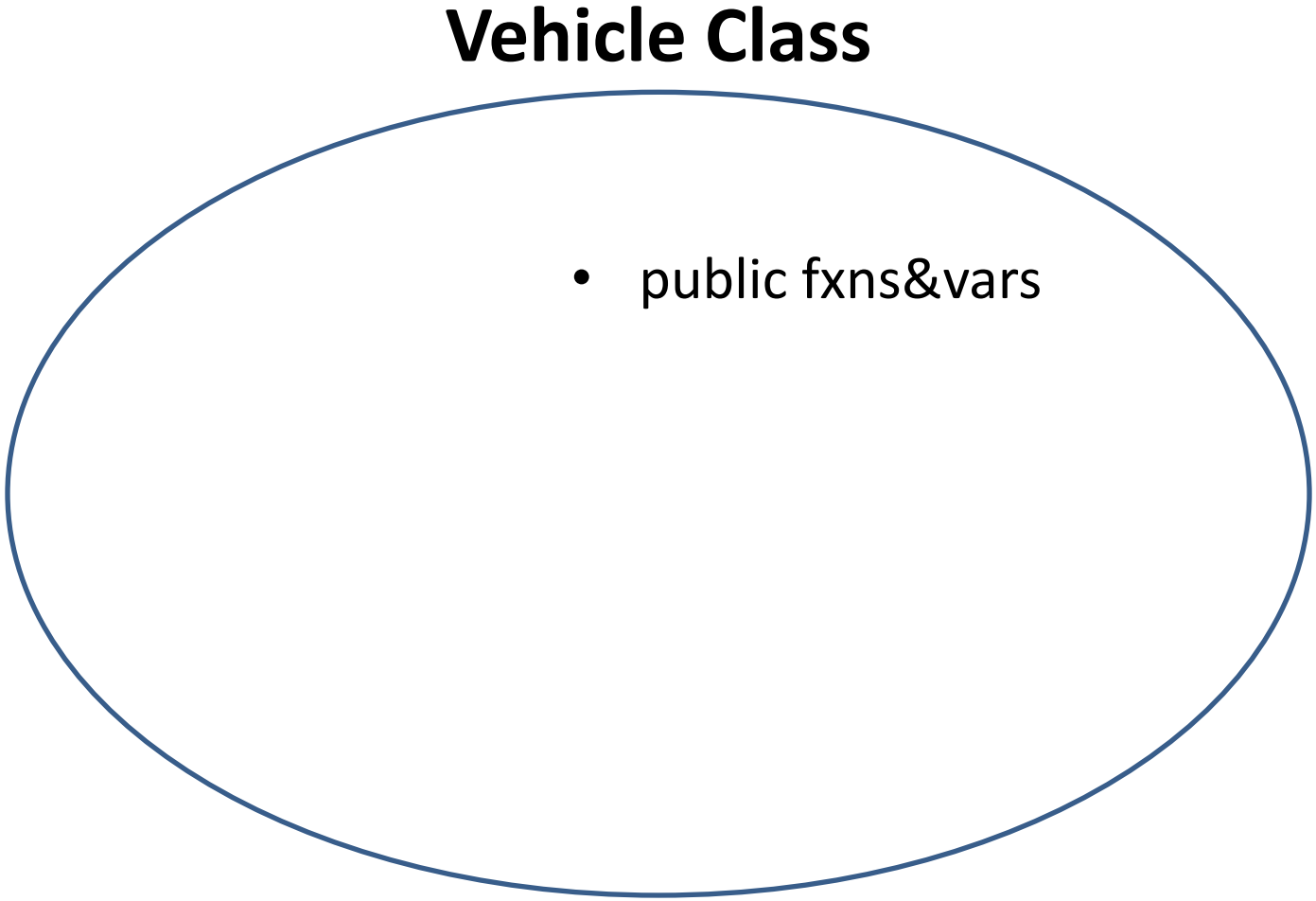
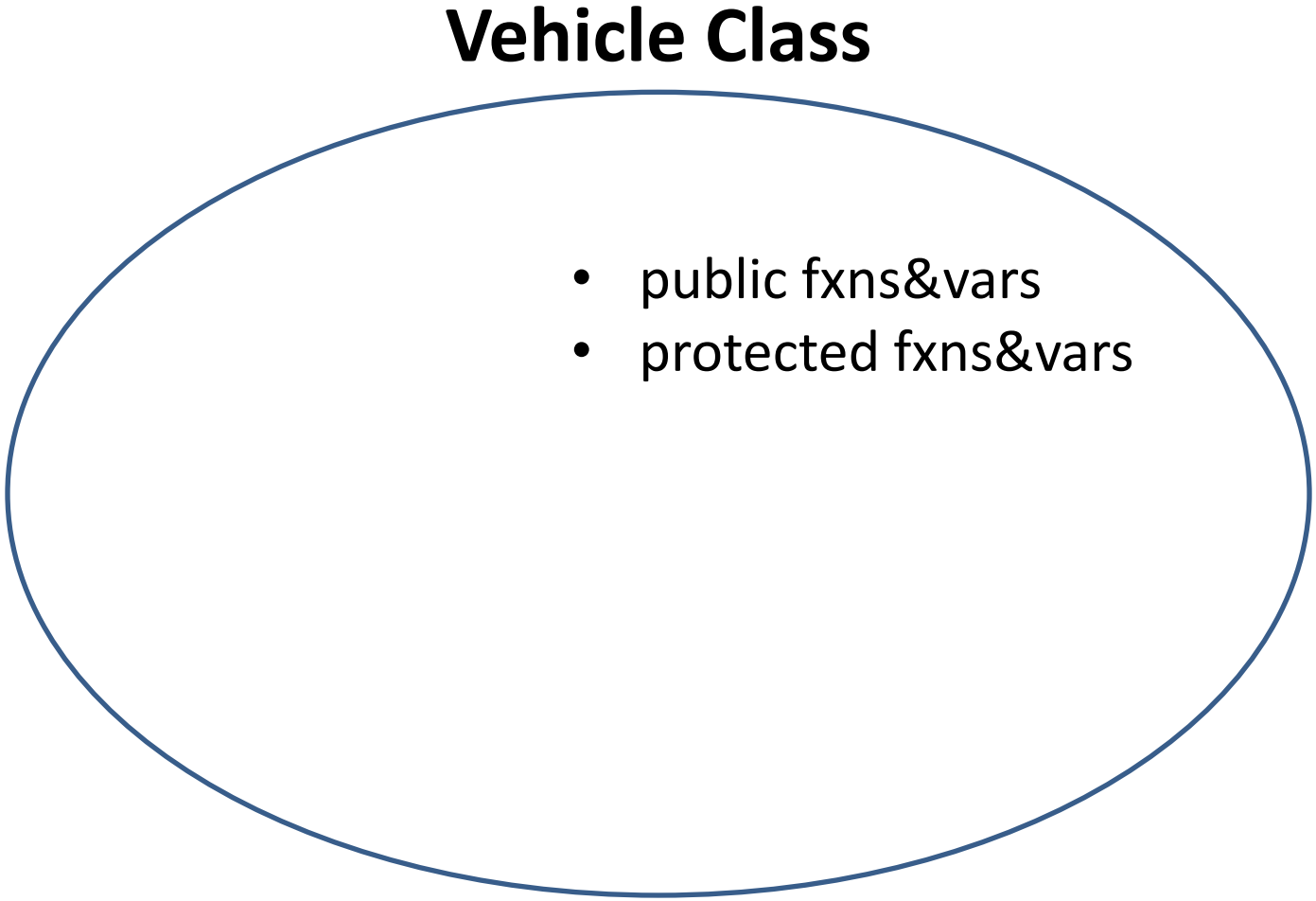
What is Inherited



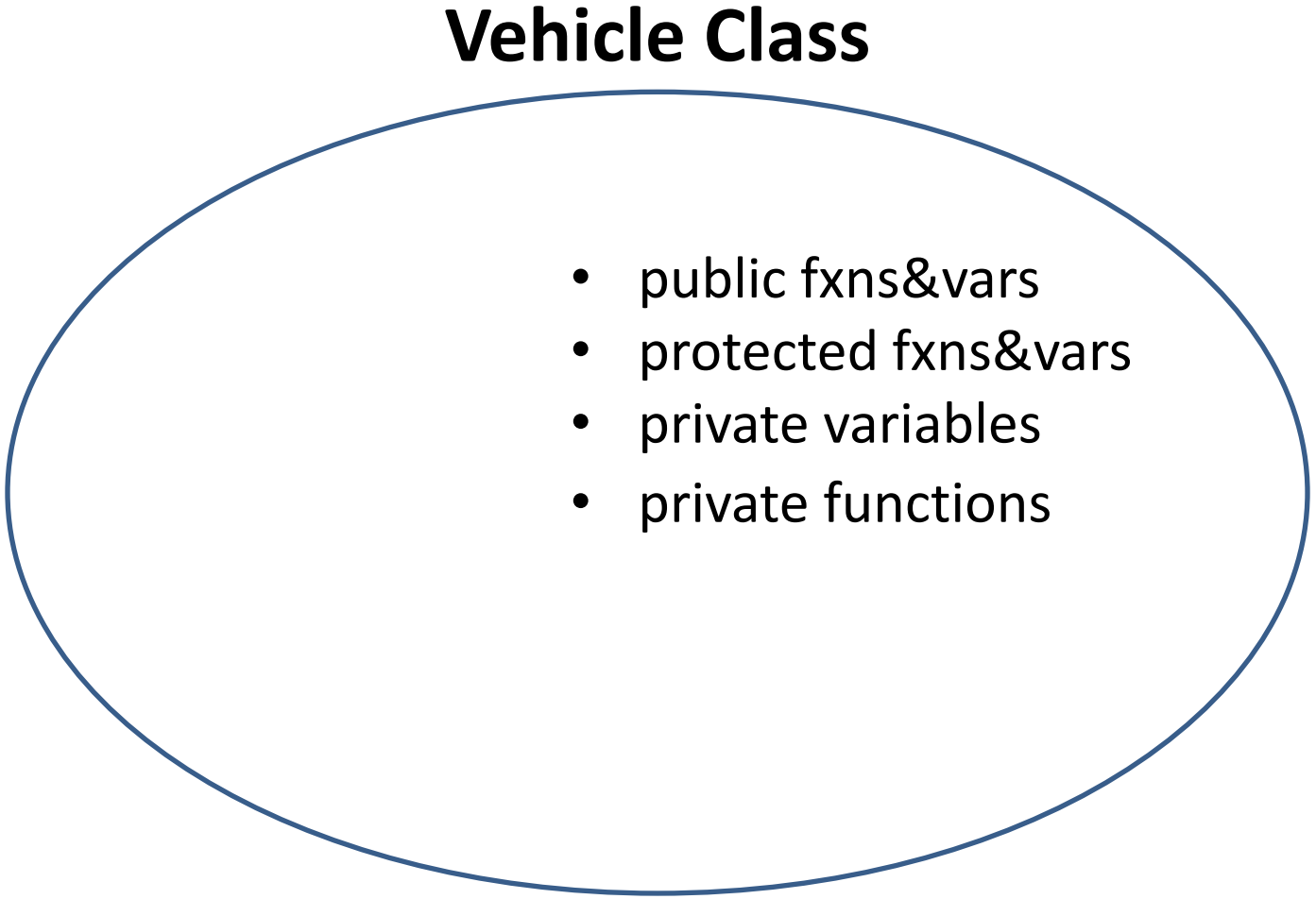
What is Inherited



What is Inherited

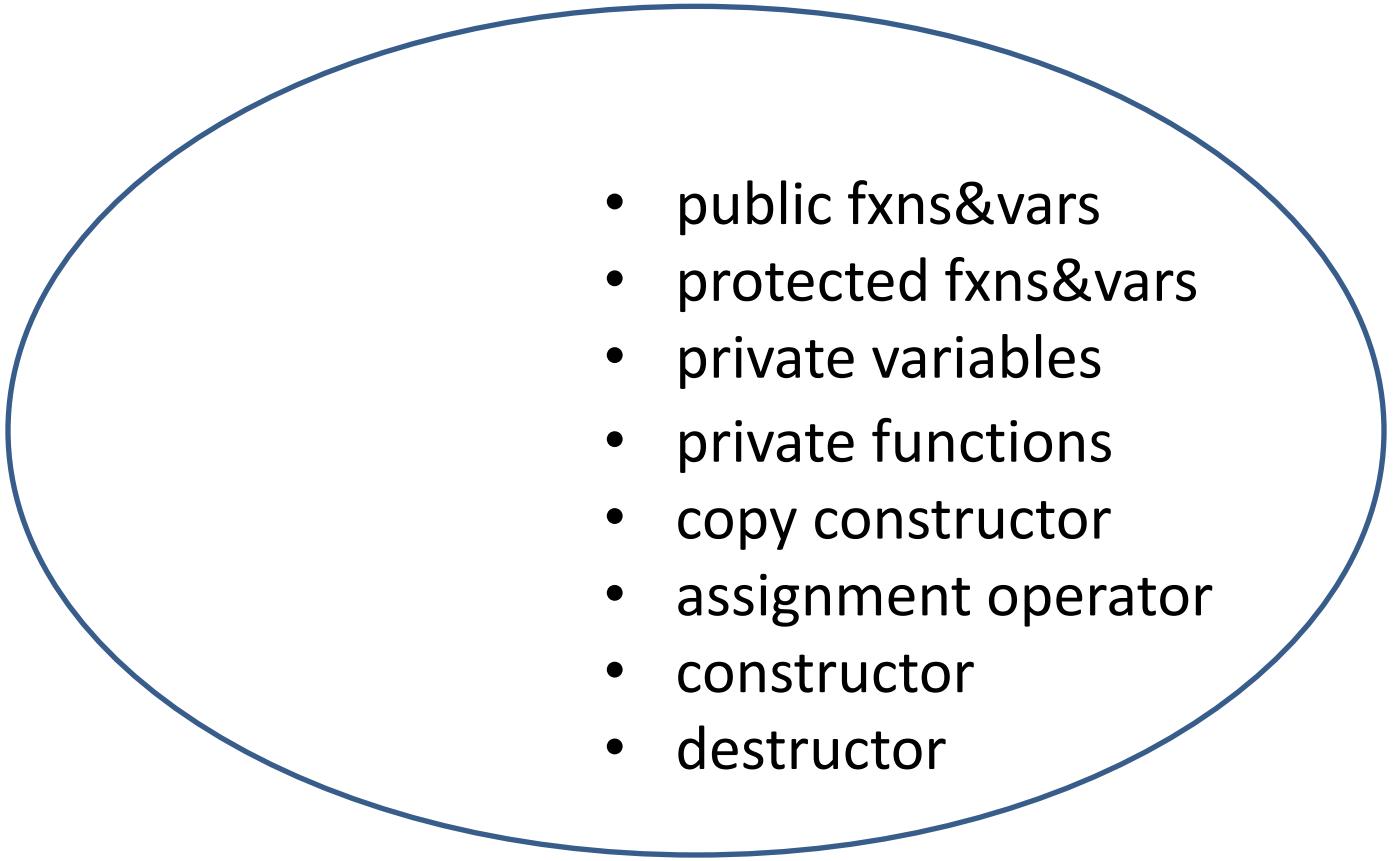


What is Inherited



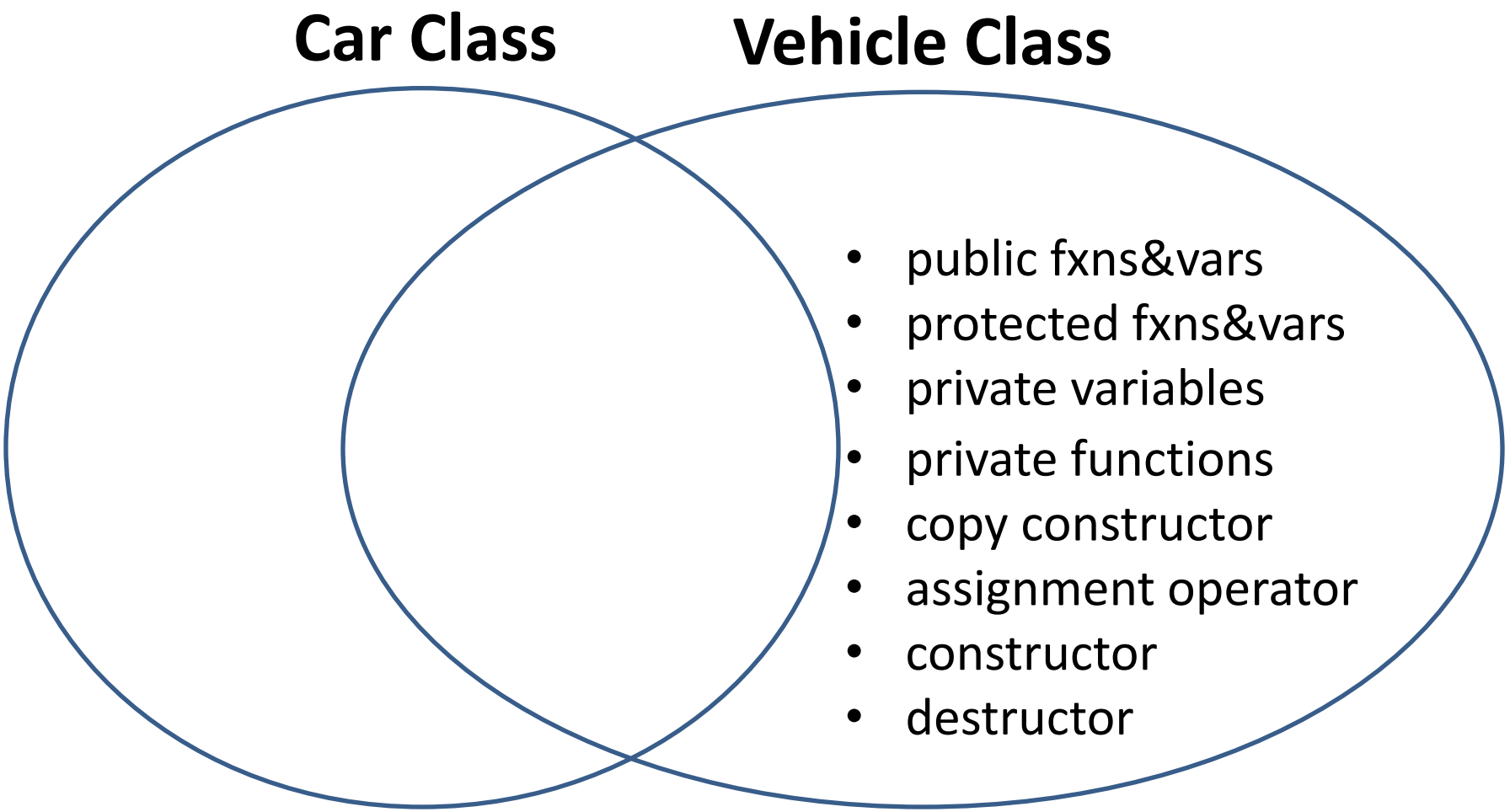
What is Inherited

Vehicle Class



- public fxns&vars
- protected fxns&vars
- private variables
- private functions
- copy constructor
- assignment operator
- constructor
- destructor

What is Inherited



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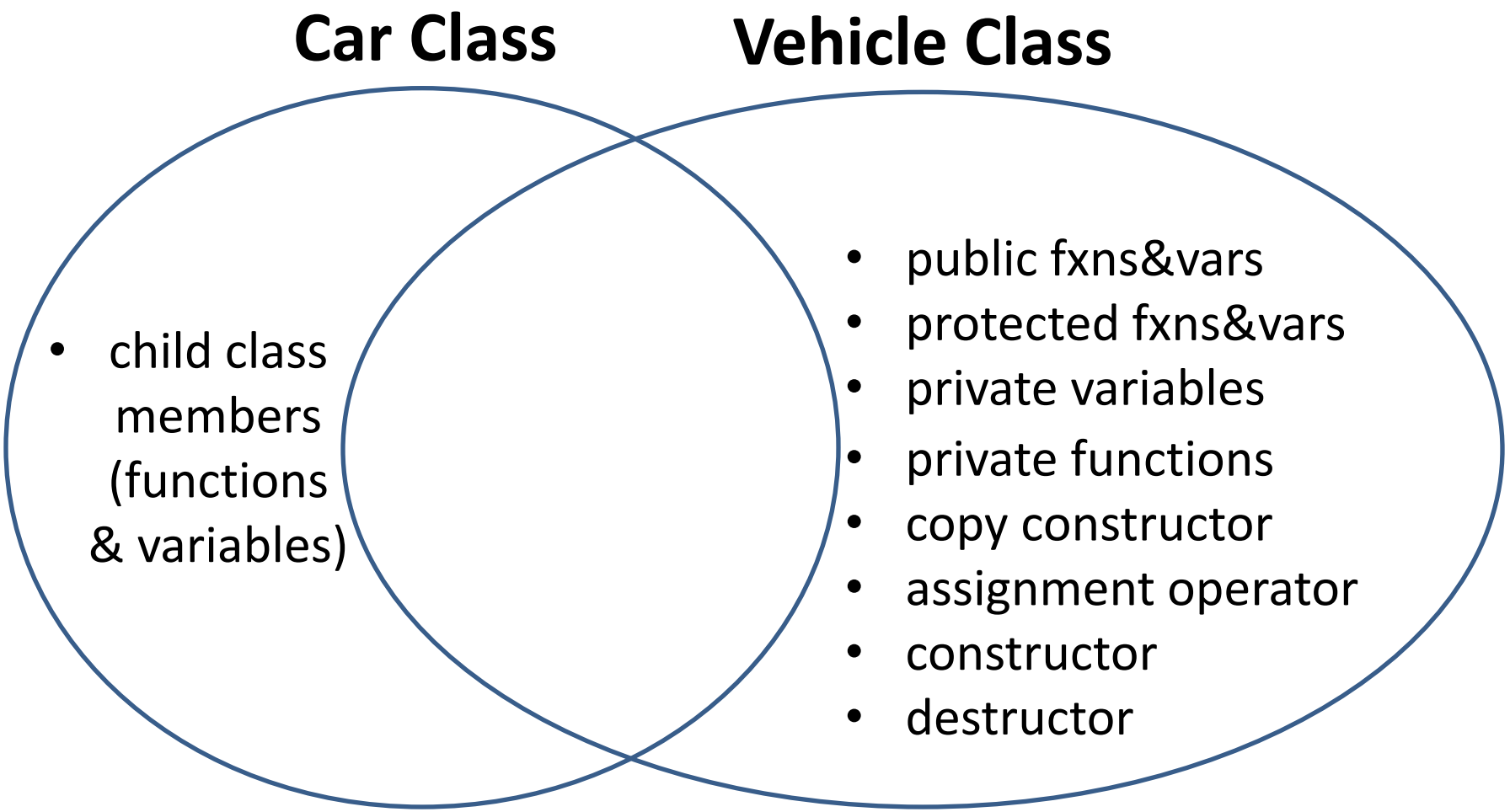

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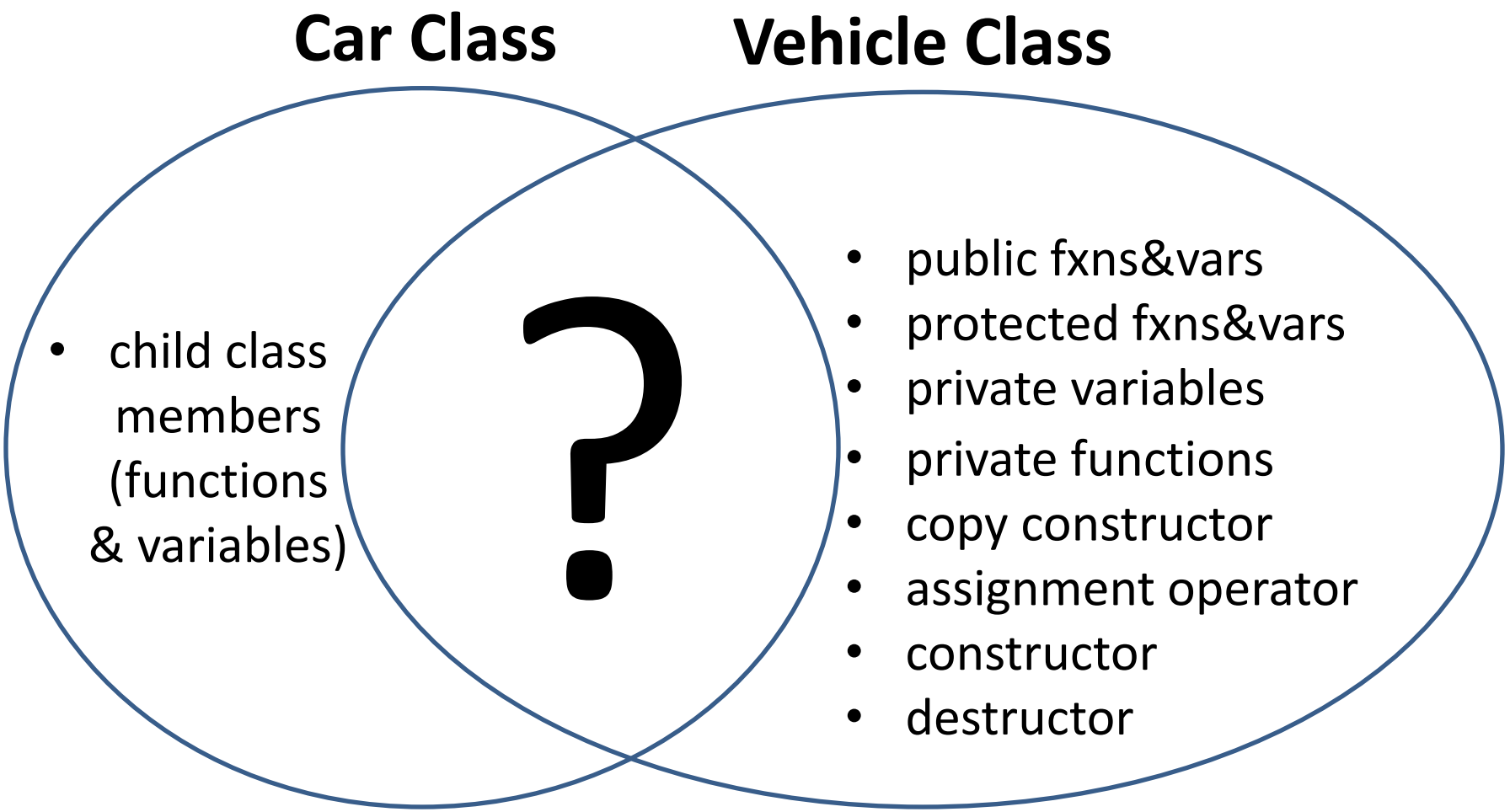

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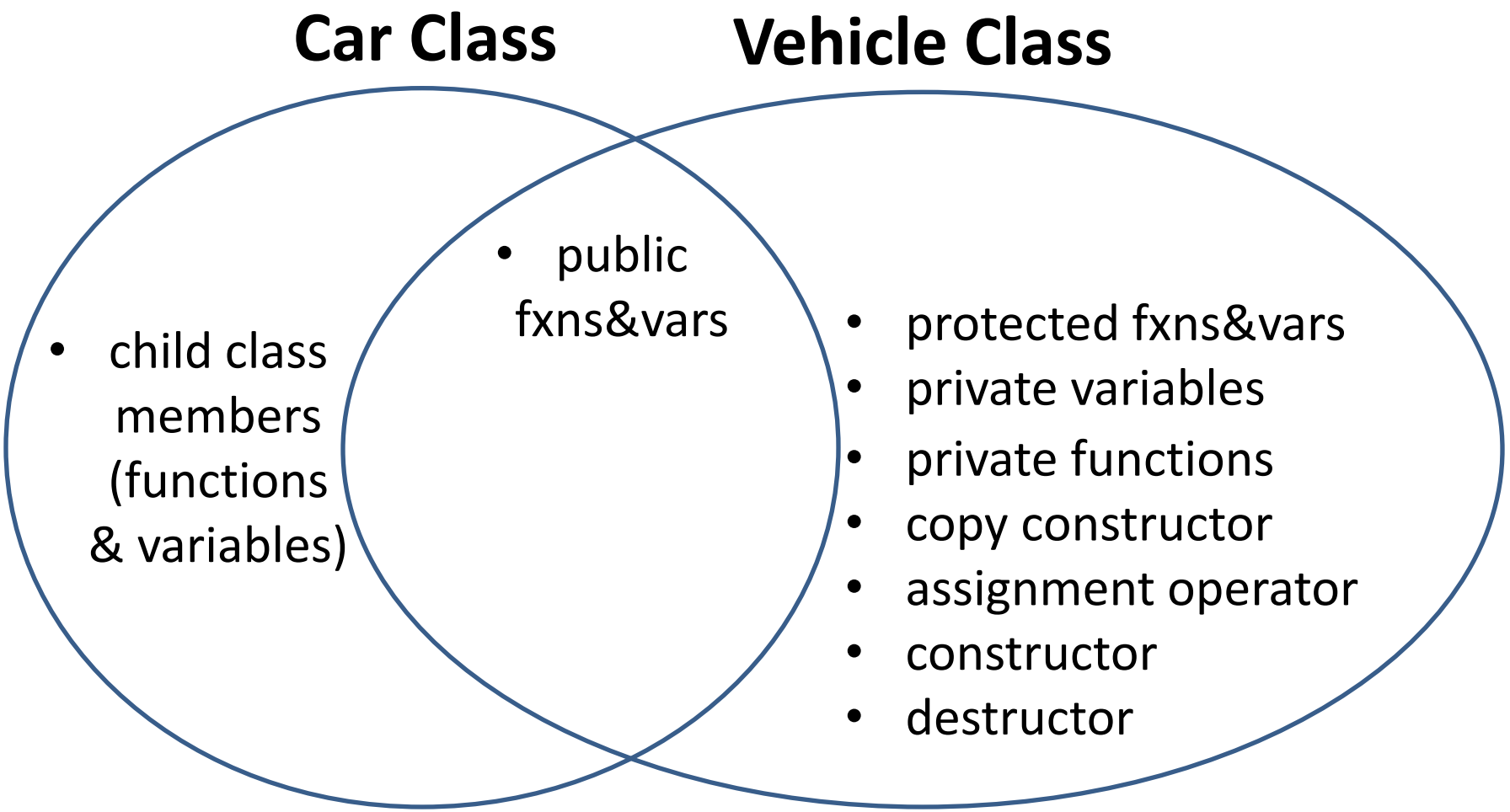

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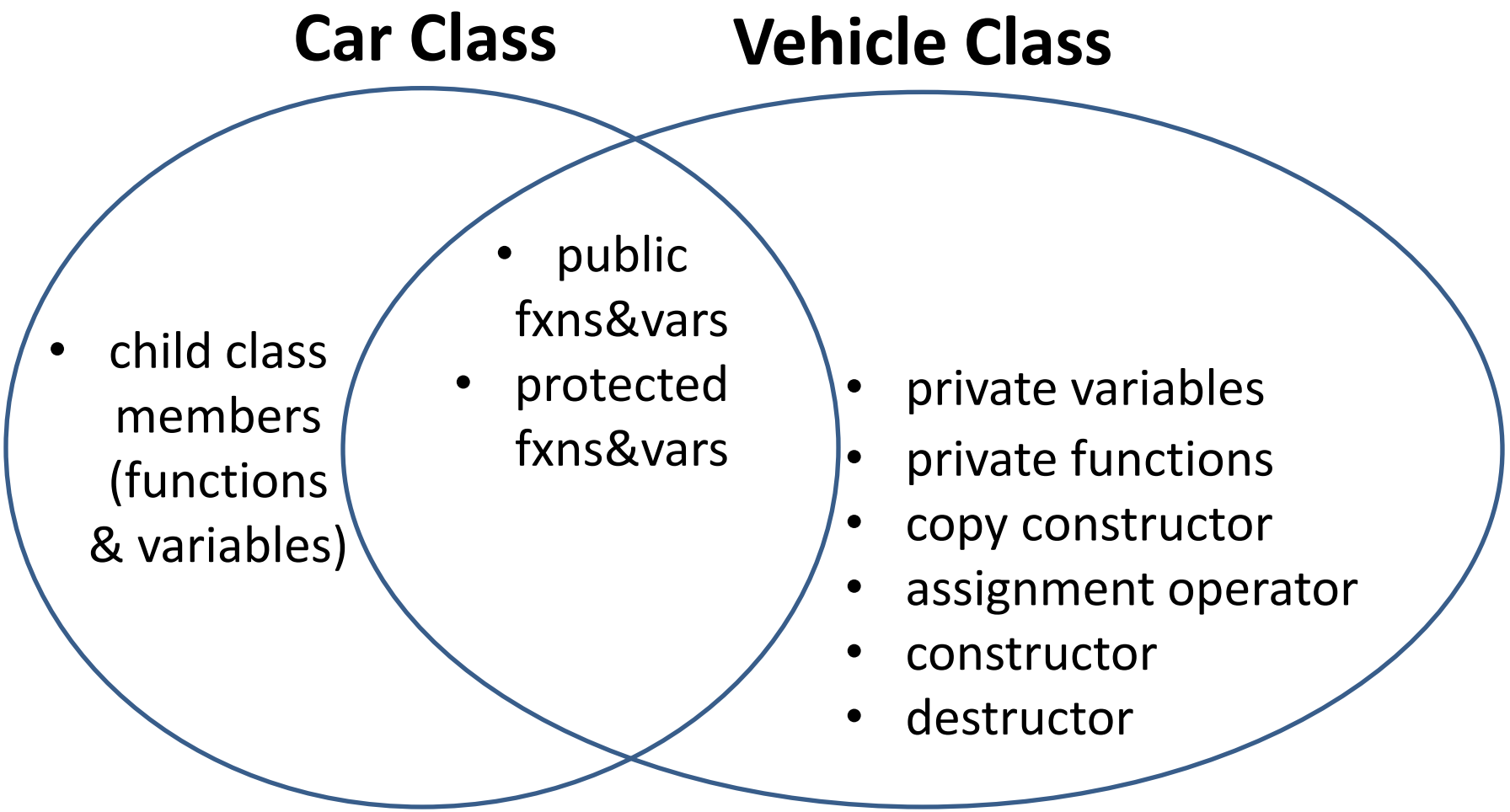

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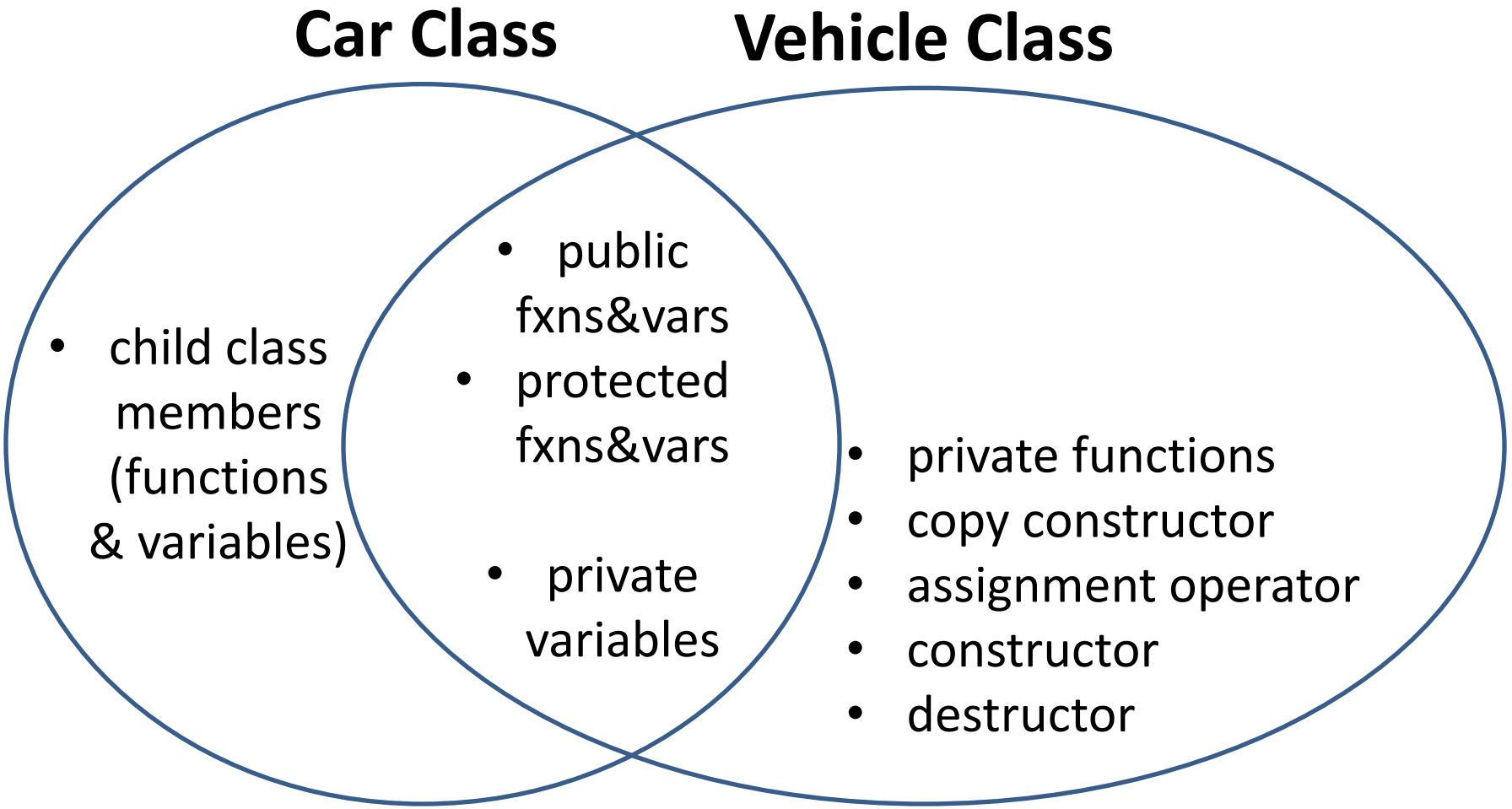

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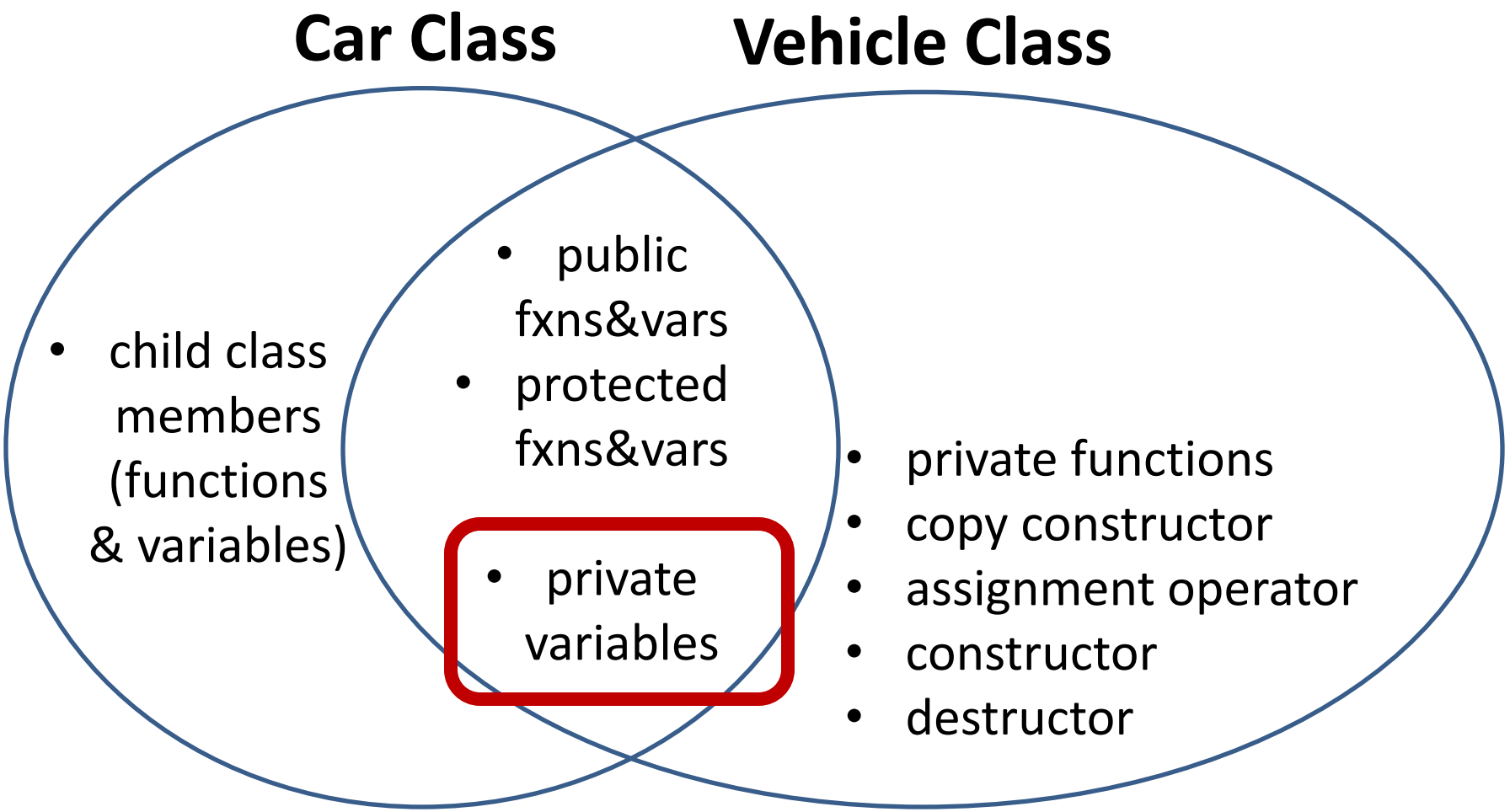

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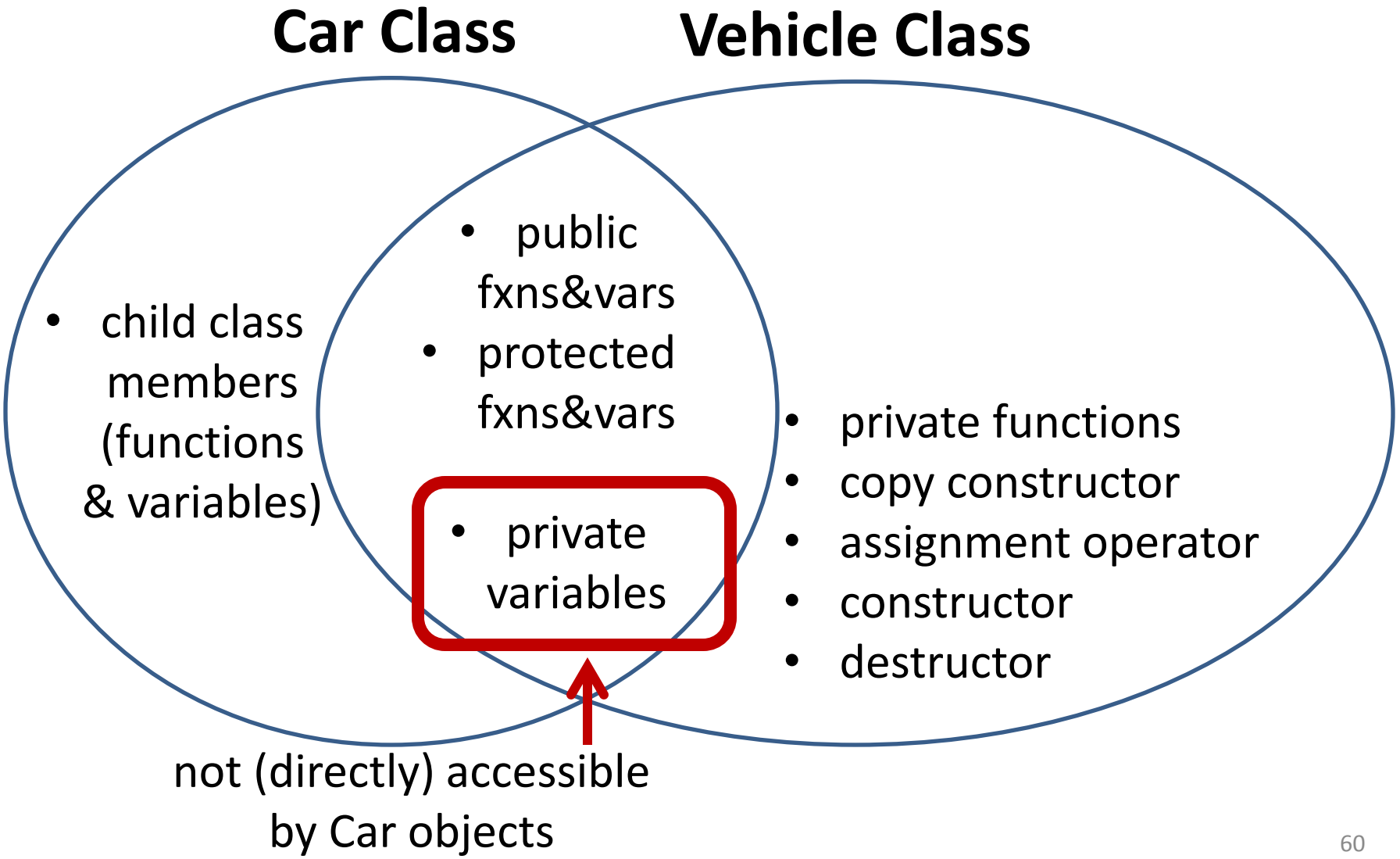

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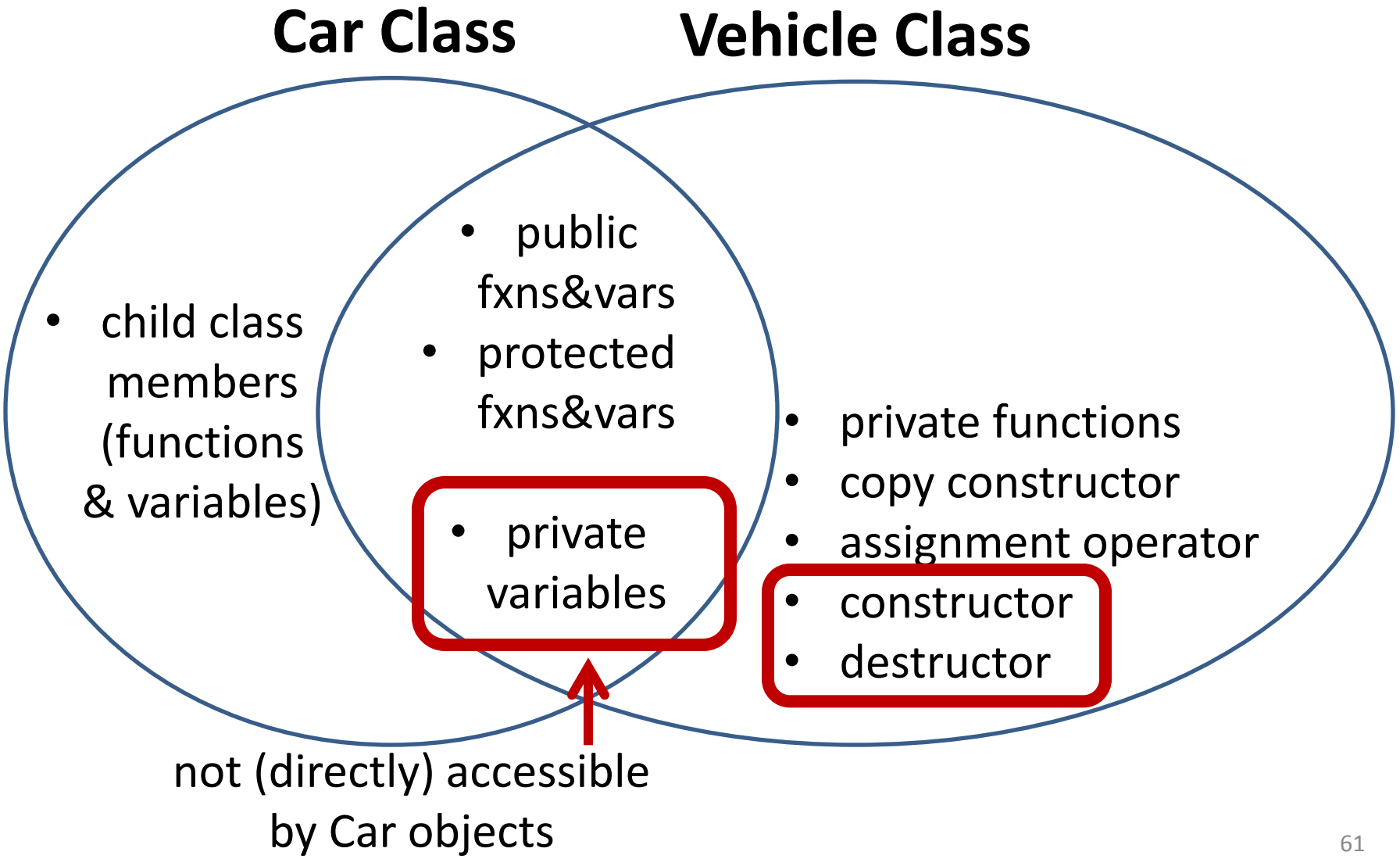

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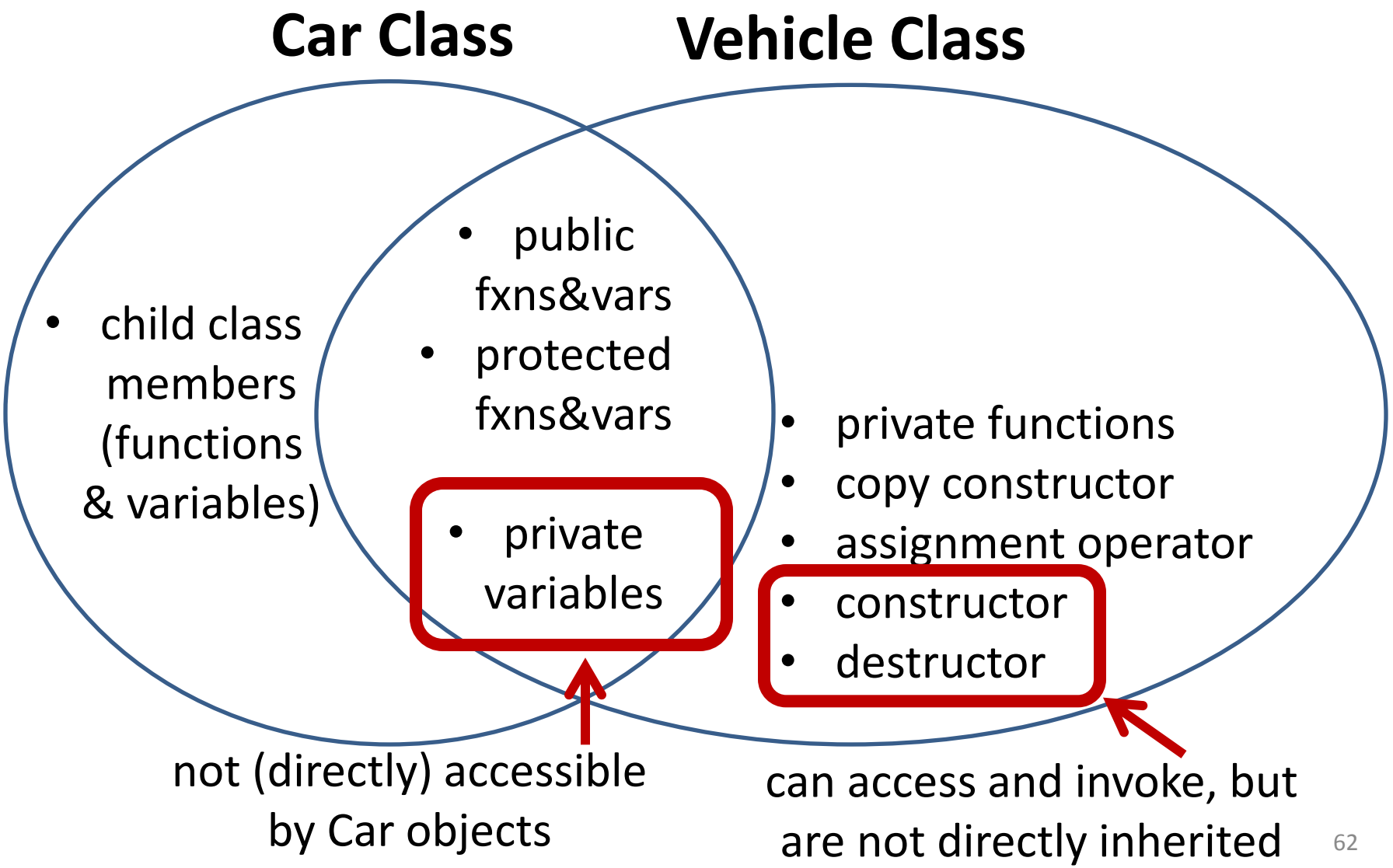

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Handling Access

- child class has access to parent class's:
  - public member variables/functions
  - protected member variables/functions

Handling Access

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  - protected member variables/functions

  - but *not* private member variables/functions

Handling Access

- child class has access to parent class's:
  - public member variables/functions
  - protected member variables/functions
  - but *not* private member variables/functions
- how should we set the access modifier for parent member variables we want the child class to be able to access?

Handling Access

- we should not make these variables protected!

- leave them private!

Handling Access

- we should not make these variables protected!

- leave them private!
- instead, child class uses protected functions when interacting with parent variables
  - mutators
  - accessors

Livecoding

- let's look more closely at inheritance

- with these classes:
  - Shape
    - Rectangle
    - Pentagon
    - Circle

LIVECODING

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Specialization

- child classes are meant to be more specialized than parent classes
  - adding new member functions
  - adding new member variables

- child classes can also specialize by ***overriding*** parent class member functions
  - child class uses **exact same function signature**

Overloading vs Overriding

- ***overloading***
  - ???

Overloading vs Overriding

- ***overloading***
  - use the same function name, but with different parameters for each overloaded implementation

Overloading vs Overriding

- ***overloading***
  - use the same function name, but with different parameters for each overloaded implementation

- ***overriding***
  - ???

Overloading vs Overriding

- ***overloading***
  - use the same function name, but with different parameters for each overloaded implementation

- ***overriding***
  - use the same function name and parameters, but with a different implementation
  - child class method “hides” parent class method
  - **only possible by using inheritance**

Overriding Examples

- for these examples, the Vehicle class now contains these public functions:

```
void Upgrade();
void PrintSpecs();
void Move(double distance);
```

Overriding Examples

- for these examples, the Vehicle class now contains these public functions:

```
void Upgrade();
void PrintSpecs();
void Move(double distance);
```

- Car class inherits all of these public functions
  - it can therefore override them

Basic Overriding Example

- Car class overrides Upgrade()

```
void Car::Upgrade()
{
   // entirely new Car-only code
}
```

- when Upgrade() is called on a object of type Car, what happens?

Basic Overriding Example

- Car class overrides Upgrade()

```
void Car::Upgrade()
{
  // entirely new Car-only code
}
```

- when Upgrade() is called on a object of type Car, the Car::Upgrade() function is invoked

Overriding (and Calling) Example

- Car class overrides **and calls** PrintSpecs()

```
void Car::PrintSpecs()
{
  Vehicle::PrintSpecs();
  // additional Car-only code
}
```

- can explicitly call a parent's original function by using the scope resolution operator

Attempted Overloading Example

- Car class attempts to **overload** the function Move(double distance) with new parameters

```
void Car::Move(double distance,
               double avgSpeed)
{
  // new overloaded Car-only code
}
```

Attempted Overloading Example

- Car class attempts to **overload** the function Move(double distance) with new parameters

```
void Car::Move(double distance,
               double avgSpeed)
{
  // new overloaded Car-only code
}
```

- but this does something we weren't expecting!

Precedence

- **overriding takes precedence over overloading**
  - instead of *overloading* the Move() function, the compiler assumes we are trying to *override* it

Precedence

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  - instead of *overloading* the Move() function, the compiler assumes we are trying to *override* it

- declaring `Car::Move(2 parameters)`

Precedence

- **overriding takes precedence over overloading**
  - instead of *overloading* the Move() function, the compiler assumes we are trying to *override* it

- declaring `Car::Move(2 parameters)`
- overrides `Vehicle::Move(1 parameter)`

Precedence

- **overriding takes precedence over overloading**
  - instead of *overloading* the Move() function, the compiler assumes we are trying to *override* it

- declaring **`Car::Move(2 parameters)`**
- overrides **`Vehicle::Move(1 parameter)`**

- we no longer have access to the original **`Move()`** function from the Vehicle class

Overloading in Child Class

- to overload, we must have both original and overloaded functions in child class

```
void Car::Move(double distance);
void Car::Move(double distance,
               double avgSpeed);
```

- the “original” one parameter function can then explicitly call parent function

Livecoding

- let's change the PrintX() functions to be an overridden member function

- we'll have one of each "type":
  - basic (complete override)
  - override and call
  - override and overload

LIVECODING

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Homework 6

- check validity of input values
- acceptable does not mean guaranteed!

- be extra careful with following the coding standards, and ***making appropriate decisions***
  - explain in your README.txt

- any questions?

Project

- groups are due **today** on Piazza
  - if you haven't posted your group by 9 PM tonight, I will assign them for you!

- proposal due next week **in class**
- alphas are due November 23rd

- **IMPORTANT!!!:** we will be grading the most recent submission from your group

Project

- proposal due next week **in class**
- alphas due 1 ½ weeks after proposal

- **please don't turn in anything late!**

- will grade **last** submission from group members for alpha and project