



Lecture-4

- Inheritance
- Polymorphism
 - virtual functions
- static members



Inheritance

- Let's take the account example again
- There are many types of accounts
 - Checking, saving, money market, IRA, etc.
- All accounts may have
 - Some common members.
 - Account number, user SSN, etc.
 - Some class specific members.
- Method implementation may be
 - Same in different classes
 - Different in different classes.



Inheritance - base class & derived class

- **Base class**

```
class account
{
    int user_SSN;
    int accountNumber;
public:
    void deposit (int amount);
    void withdraw (int amount);
    double computeInterest ( );
};
```

- **Derived class or child class**

```
class checkingAccount : public account // checkingAccount is
{                                     // derived from account
    int lastCheckCleared;             // not present in account
    void showAllChecksCleared( );// not present in account
    double computeInterest( ); // defined in both classes
};
```



Inheritance - base class and derived classes

■ Base Class

```
class account
{
private:
    int user_SSN;
    int accountNumber;
public:
    account ( ) { }
    account (int ssn, acctNum);
    ~account( ) { }
    void deposit (int amount)
    void withdraw (int amount);
    double computeInterest( );
};
```

■ Derived (or child) class-1

```
class checkingAccount : public account
{
public:
    int lastCheckCleared;
    void showChecksCleared ( );
    double computeInterest ( );
};
```

■ Derived (or child) class-2

```
class IRA_account : public account
{
public:
    void buyFund (int fund_ID);
    void sellFund (int fund_ID);
    double computeInterest ( );
};
```



Inheritance - continued.

- Important points to note:
 - Derived classes have access to members of base classes in this example.
 - Derived classes can have their own members.
 - E.g. `lastCheckCleared`, `showAllChecksCleared()`, `buyFund()`, `sellFund()`, etc.
 - Members of one derived class are not accessible to another



Examples

- Valid usage in an external function
 - `account acct(123456, 5672);`
 - `checkingAccount ca;`
 - `acct.deposit (700);`
 - `acct.withdraw (300);`
 - `ca.deposit (1000);`
 - `ca.showAllChecksCleared()`
- Invalid usage in derived class
 - `ca.user_SSN = 1234; // Can't access user_SSN`
 - `ca.accountNumber = 567;`



virtual functions

- Function “double computeInterest()” is defined in both base and child classes.
 - Supposed to return different values
 - `virtual double Account::computeInterest ()`
`{ return 0; }`
 - `double CheckingAccount::computeInterest ()`
`{ return 10.0; }`
 - `double IRA_Account::computeInterest ()`
`{ return 100.0; }`



virtual functions ... contd.

```
main()
```

```
{
```

```
    Account *x = new CheckingAccount();
```

```
    x->computeInterest( );
```

```
    // Will this return 0 or 10.0?
```

```
}
```

- This will return
 - 0, if the function is **NOT** virtual
 - 10.0, if the function is defined **virtual**



Why are virtual functions needed?

- Mainly to enforce class specific functional implementation.
- Should not call base class function from a child object.
- An account object may take different “forms” at different times
 - Checking account, IRA account, etc.
 - `computeInterest()` should compute derived class specific function.

⇒ Polymorphism



C++ static members

- static members in C++
 - Shared by all the objects of a class
 - Specific to a class, **NOT** object of a class
 - Access them using `className::static_member`
 - E.g., `myClass::staticVar`, or `myClass::f1`
 - **NOT** `myClassObj.staticVar` or `myClassObj.f1()`

```
class myClass
{
    public:
        static int staticVar;
        static void f1( );
};
```