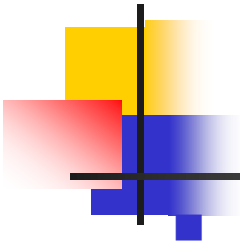
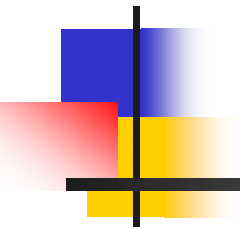
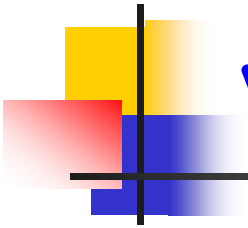


Lecture-4

- Inheritance … review.
- Polymorphism
  - Virtual functions
- Abstract classes
- Passing arguments to functions by
  - Value, pointers, refrence
- const member functions
- const arguments to a function
- Function overloading and overriding
- Templates



Polymorphism & virtual functions



virtual functions

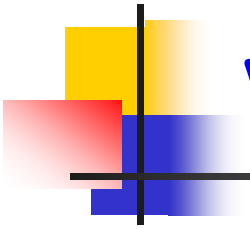
- Function "double computeInterest( )" is defined in both base and child classes.
  - Supposed to return different values
    - virtual double Account::computeInterest ( )
      { return 0; }
    - double CheckingAccount::computeInterest ( )
      { return 10.0; }
    - double IRA_Account::computeInterest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

virtual functions … contd.

```
main( )
{
   Account *x = new CheckingAccount();
   x→computeInterest( );
   // Will this return 0 or 10.0?
}
```

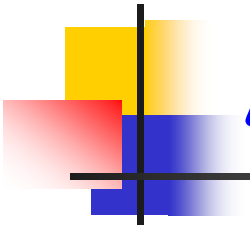
- This will return
  - 0, if the function is NOT virtual
  - 10.0, if the function is defined virtual

Why are virtual functions needed?



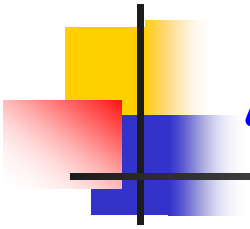
- Mainly to enforce class specific functional implementation.
- Should not call base class function from a child object.
- An account object may take different "forms" at different times
  - Checking account, IRA account, etc.
  - computeInterest( ) should compute derived class specific function.

⇒ Polymorphism



Abstract classes

- Consider an object of Account.
- It makes sense to have
  - A specific type (e.g., checking) of account
  - Not just a generic account object.
- A user should be able to create
  - Specific object types.
  - NOT generic objects.
- An abstract class is the generic class.



Abstract classes … contd.

- Properties of abstract classes.
  - Defines a generic base class
  - Class definition has attributes and methods
  - Other classes are derived from it.
  - Derived classes implement the methods defined in abstract class.
  - Can NOT instantiate objects of base class.
  - Can instantiate only objects of derived classes.

How do we create abstract classes?

- Set ANY virtual function to 0.
  - Pure virtual function – value of function = 0
  - NO BODY for function

```
class Account
{
    virtual double computeInterest ( ) = 0;
}
class CheckingAccount : public Account
{
    double computeInterest ( ) { … }
}

Account x; // Will NOT work.
CheckingAccount y; // Will work.
```

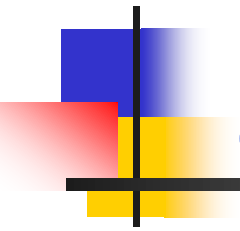
Passing arguments to a function

Passing arguments to a function

- Passing arguments to function
  - By value – a local copy is made by the function and used.
    - E.g. void function_by value (int arg1)
      - arg1 is passed by value
  - By pointer –address of the argument is used.
    - E.g. void function_by_pointer (int *arg2)
      - Arg2 is passed by pointer – "*" refers to a pointer
  - By reference – similar to passing by pointer
    - E.g. void function_by_reference (int & arg3)
      - Arg3 is passed by reference – "&" refers to reference

Passing arguments… contd.

- void function_by_value (int arg1)
  - Changes made to arg1 inside the function are not seen outside the function.
- void function_by_pointer (int *arg2)
  - Changes made to arg2 inside the function are seen outside the function
- void function_by_reference (int & arg3)
  - Changes made to arg3 inside the function are seen outside the function



const arguments and const member functions

const arguments to functions

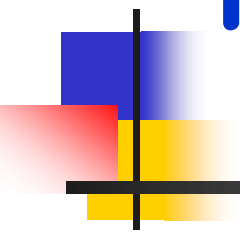
```
void f1(const int a)
{
    a = 3; // Not allowed
}
```

- const arguments to a function can't be changed in the function.
- f1 can't change a in the above example

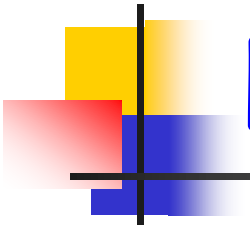
const member functions

```
class myClass
{
   int a;
   …
   void f1( ) const
    { a = 3; } // Not allowed
};
```

- const functions can't change any attributes of myClass.
- f1 can't change a in the above example



Function overloading and function overriding



Function overloading

- Functions with the same name but with
  - Different number of arguments or
  - Different types of arguments

E.g. int add (int a, int b, int c) { return (a+b+c); }
int add (int a, int b) { return (a + b); }
double add (double a, double b) { return (a + b); }

- Here "add" is an overloaded function

Function overriding

- Functions defined in parent class and re-implemented by the child class.

E.g. class Bird

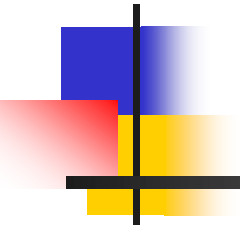
```
{
    int canFly( ) { return (1); }
}
class Penguin : public Bird
{
   int canFly ( ) { return (0); }
}
```

Here, "canFly" is an overridden by the child class, Penguin

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( );
};
```



Templates

Templates – motivation

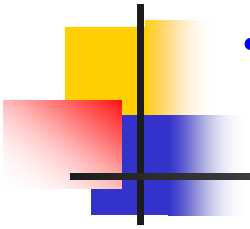
- Consider a function to sort integers

```
int findMaxInt (int num1, int num2)
{
        if (num1 > num2) return num1;
        return num2;
}
```

- Consider a function to sort floats

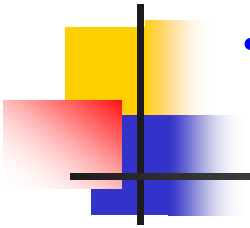
```
float findMaxFloat (float num1, float num2)
{
        if (num1 > num2) return num1;
        return num2;
}
```

- Same code, but two functions are needed
  - One for each data type



Templates motivation … cont.

- Problem here
  - One max. function is needed for each data type.
  - But the code finding max itself is the same.
- Templates are used to solve this issue.
- Templates
  - Define functions with generic types
  - Define generic classes.
  - Same code can be used with any data type.
  - No need for code repetition.



Template functions

- Define functions with generic types

  template <class anyType>

  function definition

- Example

```
template <class anyType>
    anyType GetMax (anyType a, anyType b)
    {
        if (a > b) return a;
        return b;
    }
```

Template classes

- Define any class
- Use template definition to define any generic data type.
- Rest of the code remains the same.

```
template <class anyType>
class someClass
{
    anyType a;
    someClass (…) // constructor
    ~someClass( ) // destructor
//    member data & methods // can use anyType
};
```

Template class example

```
template <class anyType>
class myClass
{
   private:
     anyType value1, value2;

    public:
       myClass (anyType i, anyType j) : value1(i), value2(j)
   {  }
       ~myClass() { }
       anyType findMaxValue ()
       {
            if (value1 > value2) return (value1);
            return (value2);
       }
};
```

Template class example … contd.

```
main()
{
   myClass <int> intObject (2, 3);
   int maxInt = intObject.findMaxValue();
   cout << "maxInt: " << maxInt << endl;

   myClass <float> floatObject (4.3, 3.2);
   float maxFloat = floatObject.findMaxValue();
   cout << "maxFloat: " << maxFloat << endl;
}
```