



Computer Programming Inheritance 10th Lecture

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순서

- Inheritance
 - Public
 - Protected
 - Private
- Constructors under Inheritance
- Destructors under Inheritance
- Q&A




Inheritance

- Software reusability
- Create new class from existing class instead of building it entirely from the scratch
 - Existing class's data and behaviors
 - Adding new capabilities
 - Derived class inherits from base class



Class hierarchy

- Direct base class
 - Inherited explicitly (one level up hierarchy)
- Indirect base class
 - Inherited two or more levels up hierarchy
- Single inheritance
 - Inherits from one base class
- Multiple inheritance
 - Inherits from multiple base classes
 - Base classes possibly unrelated



Three Types of Inheritance

- **public**
 - Every object of derived class is also an object of base class
 - Base-class objects are not objects of derived classes
 - All cars are vehicles, but not all vehicles are cars
 - Can access non-private members of base class
 - To access private base-class members
 - Derived class must use inherited non-private member functions
- **private (later)**
 - Alternative to composition
- **protected (later)**
 - Rarely used



“is-a” vs “has-a”

■ “is-a”

- Inheritance

- Derived class object can be treated as base class object

- Car is a vehicle

- Vehicle properties/behaviors also apply to a car

■ “has-a”

- Composition

- Object contains one or more objects of other classes as members

- Car has a steering wheel



Base Classes and Derived Classes

- Object of one class “is an” object of another class
 - Rectangle is quadrilateral
 - Class Rectangle inherits from class Quadrilateral
 - base class: quadrilateral
 - derived class: rectangle
- Base class typically represents larger set of objects than derived classes
 - Base class: Vehicle
 - Derived class: Car



Base Classes and Derived Classes

Cont'd

- GraduatedStudent class is derived from Student class
- GraduatedStudent class is inherited from Student class
- Student class is super class of GraduatedStudent
- Graduated class is child class or subclass of Student class



Public Inheritance

```
class TwoDimensionalShape : public Shape
```

- Class `TwoDimensionalShape` inherits from class `Shape`

- Base class private members

- Not accessible directly, but still inherited

- Accessed through inherited public member functions

- Base class public and protected members

- Inherited with original member access

- friend functions

- Not inherited

```
class BaseClass {  
    // ...  
};  
class DerivedClass : public BaseClass {  
    // ...  
};
```



Public Inheritance Cont'd

```
class BaseClass {  
    public:  
        void public_method();  
    protected:  
        void protected_method();  
    private:  
        void private_method();  
};
```

```
class DerivedClass : public BaseClass {  
    public:  
        void public_method();  
    protected:  
        void protected_method();  
};
```



Protected Access Specifier

- Intermediate level of protection between public and private
- Protected methods/data cannot be accessible by other classes except for subclasses
- Other classes consider protected members as normal “private” members
- Subclasses consider protected members as normal “public” members



Protected Access Specifier Cont'd

- Protected members are accessible to
 - Base class members
 - Base class friends
 - Derived class members
 - Derived class friends



Protected Access Specifier Cont'd

- Public members in base class is public in derived class
- Protected members in base class are protected in derived class
- Derived-class members
 - Refer to public and protected members of base class
 - Simply use member names
 - Redefined base class members can be accessed by using base-class name and binary scope resolution operator (::)

Protected Inheritance

- public and protected members in base class become protected in derived class

```
class BaseClass {
    public:
        void public_method();
    protected:
        void protected_method();
    private:
        void private_method();
};

class DerivedClass : protected BaseClass {
    protected:
        void public_method();
    protected:
        void protected_method();
};
```



Private Inheritance

```
class BaseClass {
    public:
        void public_method();
    protected:
        void protected_method();
    private:
        void private_method();
};

class DerivedClass : private BaseClass {
    private:
        void public_method();
    private:
        void protected_method();
};
```



Protected Data Members

■ Advantages

- Derived class can modify values directly
 - No set/get method call overhead

■ Disadvantages

- No validity checking
 - Derived class can assign invalid value
- Implementation dependent
 - Derived class more likely dependent on base class implementation
 - Base class implementation may result in derived class's modification
 - fragile software



Class CommissionEmployee

```
#ifndef COMMISSION_H
#define COMMISSION_H

#include <string>
using std::string;

class CommissionEmployee
{
public:
    CommissionEmployee( const string &,
        const string &, const string &,
        double = 0.0, double = 0.0 );

    void setFirstName( const string & );
    string getFirstName() const;

    void setLastName( const string & );
    string getLastName() const;

    void setSocialSecurityNumber( const
        string & );
    string getSocialSecurityNumber()
        const;

    void setGrossSales( double );
    double getGrossSales() const;
    void setCommissionRate( double );
    double getCommissionRate() const;
    double earnings() const;
    void print() const;

protected:
    string firstName;
    string lastName;
    string socialSecurityNumber;
    double grossSales;
    double commissionRate;
};
#endif

...
double CommissionEmployee::earnings()
    const
{
    return commissionRate * grossSales;
}
```



Class

BasePlusCommissionEmployee

```
#ifndef BASEPLUS_H
#define BASEPLUS_H

#include <string> // C++ standard
                string class
using std::string;

#include "CommissionEmployee.h"

class BasePlusCommissionEmployee :
    public CommissionEmployee
{
public:


    BasePlusCommissionEmployee( c
    onst string &, const string &,
        const string &, double =
    0.0, double = 0.0, double =
    0.0 );

    void setBaseSalary( double );
    double getBaseSalary() const;

    double earnings() const;
    void print() const;


private:
    double baseSalary;
};

#endif
...
double
    BasePlusCommissionEmployee::e
    arnings() const
{
    return baseSalary +
        ( commissionRate *
        grossSales );
}
```



The Best Software Engineering Practice

- Declare data members as private
 - Enables programmers to change the base-class implementation without having to change derived-class implementations
 - Use the protected access specifier when a base class should provide a service (i.e., a member function) only to its derived classes (and friends), not to other clients
- Provide public get and set functions
- Use get method to obtain values of data members



The Best Software Engineering Practice Cont'd

- Set/get method slightly slower than direct access
 - But today's optimizing compiler inlines set/get methods
 - Or you can explicitly specify "inline" keyword

```
class BaseClass
{
public:
    inline int  getx()const{ return x; }
    inline void setx( int v )
    {
        if( v > 100 ) error();
        else x = v;
    }
private:
    int x;
}
```



Selection of public/protected/private Methods

- According to the service range
 - for all other classes : public
 - for itself and subclasses : protected
 - only for itself : private



Constructors under Inheritance

- Constructor in base class
 - Does not construct derived class specific parts
- Constructor in derived class
 - Initialize its own data members
 - Invokes the constructor of the base class
 - Implicitly or explicitly



Constructors under Inheritance

Cont'd

- Base of inheritance hierarchy
 - Last constructor called in chain
 - First constructor body to finish executing
 - CommissionEmployee/BasePlusCommissionEmployee hierarchy
 - CommissionEmployee constructor called last
 - CommissionEmployee constructor body finishes execution first
- Initializing data members
 - Each base-class constructor initializes its data members that are inherited by derived class

Constructors under Inheritance

Cont'd

```
class BaseClass
{
public:
    BaseClass() { x = 1; }

private:
    int x;
};

class DerivedClass : public
    BaseClass
{
public:
    DerivedClass() { y = 2; }

private:
    int y;
};
```

```
class BaseClass
{
public:
    BaseClass() { x = 1; }
    BaseClass( int a ) { x = a; }

private:
    int x;
};

class DerivedClass : public
    BaseClass
{
public:
    DerivedClass() { y = 2; }
    DerivedClass( int x )
        : BaseClass( x ) { y = 2; }

private:
    int y;
};
```


Constructors under Inheritance

Cont'd

```
class BaseClass
{
public:
    // BaseClass() { x = 1; }
    BaseClass( int a ) { x = a; }

private:
    int x;
};

class DerivedClass : public
    BaseClass
{
public:
    DerivedClass() { y = 2; }
    // error

private:
    int y;
};
```

```
class BaseClass
{
public:
    BaseClass() {
        cout << "base";
        cout << endl;
    }
};

class DerivedClass : public
    BaseClass
{
public:
    DerivedClass() {
        cout << "derived";
        cout << endl;
    }
};

=====
base
derived
```



Destructors under Inheritance

- Destroying derived-class object
 - Chain of destructor calls
 - Reverse order of constructor chain
 - Destructor of derived-class called first
 - Destructor of next base class up hierarchy next
 - Continue up hierarchy until final base reached
 - After final base-class destructor, object removed from memory

Destructors under Inheritance

Cont'd

```
class BaseClass
{
public:
    BaseClass() { x = new
        int[100]; }
    ~BaseClass() { delete[] x; }
private:
    int* x;
};

class DerivedClass : public
    BaseClass
{
public:
    DerivedClass() { y = new
        int[10]; }
    ~DerivedClass() { delete[] y; }
private:
    int* y;
};
```

```
class BaseClass {
public:
    BaseClass() {
        cout << "base con";
        cout << endl;
    }
    ~BaseClass() {
        cout << "base des";
        cout << endl; }
};

class DerivedClass : public
    BaseClass {
public:
    DerivedClass() {
        cout << "derived con";
        cout << endl;
    }
    ~DerivedClass() {
        cout << "derived des";
        cout << endl;
    }
};
```

Base-class Member Accessibility in a Derived Class

Base-class member-access specifier	Type of inheritance		
	public inheritance	protected inheritance	private inheritance
public	public in derived class. Can be accessed directly by member functions, friend functions and nonmember functions.	protected in derived class. Can be accessed directly by member functions and friend functions.	private in derived class. Can be accessed directly by member functions and friend functions.
protected	protected in derived class. Can be accessed directly by member functions and friend functions.	protected in derived class. Can be accessed directly by member functions and friend functions.	private in derived class. Can be accessed directly by member functions and friend functions.
private	Hidden in derived class. Can be accessed by member functions and friend functions through public or protected member functions of the base class.	Hidden in derived class. Can be accessed by member functions and friend functions through public or protected member functions of the base class.	Hidden in derived class. Can be accessed by member functions and friend functions through public or protected member functions of the base class.



Customizing and Reusing Existing Software

- Derived class can
 - re-implement the behaviors of the base class
 - Known as “method overriding”
 - add new behaviors or data
 - We can use not only new behaviors but also the existing behaviors
- Factor out common attributes and behaviors and place these in a base class
- Use inheritance to form derived classes, endowing them with capabilities beyond those inherited from the base class
- The creation of a derived class does not affect its base class’s source code