Types of inheritance in object oriented programming

7. in object oriented programming cite the types of inheritance such as multilevel inheritance.

The three pillars of the programming which are the "three pillars" of object-oriented object (OOP) program oriented? The "three pillars" of OOP are usually taken as being: encapsulation Heritage polymorphism Use of encapsulation alone (ie, definition and using classes, but not making use of any heritage or Polymorphism) is often called programming on objects. To be truly practicing object-oriented schedule, you must be using all three pillars, that is, encapsulation, heritage and polymorphism. What is encapsulation? In C ++, the term refers to the encapsulation of both data and operations within a class definition to implement the conceptual comon of A Type of Summary Data (ADT). Intimately related are the notions of abstraction and concealment of information: the term abstraction refers to the process of extracting the "essence" of a real world thing or concept and Modeling with the data (data abstraction) and operations (procedural abstraction) of ADT. The data portion of the present duo is usually placed in the "private" part of the class, while the operations of forming the public interface for the TAD and therefore are placed in the "Public "of class definition. The concealment of term information refers to the fact that it does not prevent a client from the class from having access to the data in the class deployment. The customer should not need any of these information. We say that we are practicing hidden information, defining our classes in this way. We must be careful, however, not to confuse "inaccessibility" with "invisibility", since (at least in the case of C ++) a (date) private part of a class is simply inaccessible, not invisible . What is heritance? In C ++, there are two forms of heredity, which is also called a derivation: unique heritage, which is the mechanism by which a class (called the derived class) acquires the properties (data and operations) of another class (called the base class) multiple inheritance, which is the mechanism by which a class acquires the properties of two or more basic classes the following UML (UML = Unified Modeling Language) illustrates the difference of, in general, between simple and multiple inheritance: thus a base class is one from which they are derived from others, while a class of derivatives is a defined as an extended The other class. Another terminology includes class or child subclass for a derivative class, and parent class or superclass for the base class. If there are one or more classes that separate the two classes related to the drift in the class hierarchy, we can say that the class on the top level is an ancestor of the class on the lower level, which in turn is a Class descendant on the top level. We also say that the class in indirectly lower level inherent from one on the top level. If there are no intermediate classes, the inheritance is direct. A derived class often replaces one or more of the member functions in the base class, thus changing the behavior (but not the interface) that the member function. A derived class will often also extend the basic class by adding new member functions, with or without replacing base class functions. Sometimes, a derived class can also be used for the accomplishment. This is sometimes a derived class actually needs to implement one or more member functions that have not been implemented in the base class. This gives us the notion of an abstract base class (or simply an abstract class), which is a class used only for other classes derive, and that can not be used to create an object. In order to be an abstract class, the class should contain at least a pure virtual function. The pure virtual function is a declared function with the following special syntax: virtual return_type name (parameter_list) = 0; function of this does not have any In class (abstract). It specifies what, but not the as, of object behavior, and at least such a function must be contained in a class if this class is to be a base class. Any class that inherits from an abstract base class must implement (setting bodies to) all pure virtual Functions in this abstract base class, or prÃ³pria derived class is an abstract class tornarÃ¡ and £ o can be used to create objects. Only one class for which all functions have been implemented can be used to instantiate an object. The syntax for a class A © heranÃ§a derived from the class: [opcional_access_qualifier] {base} // declaraÃ§Ãµes access qualifier for heranÃ§a can be público with the heranÃ§a pÃºblica Do £ hÃ¡ limitaÃ§Ãµes additional. That is, the nearest public members of the base class Tamba © m £ sÃ the local public in the derived class, protected members remain protected and private members remain private. Protected with a protected heranÃ§a, apply some restriÃ§Ãµes. All local public members of the base class become members of the derived class that does the £ â â can be accessed by the client. However, derived classes tÃªm access to these members. Thus, the público becomes protected, remains totally protected, and private stays private. Private en heranÃ§a, all members of the base class become private members in the derived class. Therefore, neither the client nor the derived classes tÃªm access to any of the members. We can summarize this by saying that the access keyword applied Ã base class specifies the encapsulation mÃnimo that derivatives members receive, from the perspective of the derived class [Josuttis]. The Padra access qualifier £ o Ã © private. However, Ã © heranÃ§a pÃºblica the most used, £ o enta syntax normally appear to this: class derived: {...} based pÃºblica In any case, do not matter £ the base class to a class © derivative. If a derived class provides a new £ definiÃ§Ã to the Functions of the members of its base class, there are two possibilities: first Ã © the event that you provide the same signature funÃ§Ã £ him and the type of the derived class to return the base (or ancestor) class. In this case, the upper funÃ§Ã the navel £ Ã © said to be shaded by the lower bottom of the navel, and in turn admits two more possibilities: in the case of the funÃ§Ã £ ordinÃ¡ria (i.e. , do the virtual £) of the upper navel class, Ã © called reset this funÃ§Ã £ in the class derived from lower navel. In the case of a virtual £ funÃ§Ã top navel class, Ã © called override this funÃ§Ã £ in the class derived from lower navel. This Ã © the usual case, the main reason why the £ farÃamos it first, and the case where the polymorphism kick. According Ã © the case where the name of the funÃ§Ã £ Ã © in the derived class the same as the name of the £ funÃ§Ã in the upper navel class, but you change the list of meters to ¢ or type return (or both). In this case, any and all versions of the £ funÃ§Ã with that name at the top navel class sÃ £ o hidden from view in the derived class. This actually on the £ should be done, because it means that you probably is using the class in a different way from the way the heranÃ§a Ã © to support, and you Ã © actually committed the "Ã © -um- type "nature of heranÃ§a relationship. Another way to say it that you do Ã © £ managed to live the ATA © "princÃpio substitutability". An object of a derived class can be atribuÃda a Variable Type A © whose base class (or parent class), or copied in such Variable like happen to pass a derived object to one for ¢ meter having bÃ¡sico the like, for example. However, any of these Stocks and Ratios causarÃ¡ slice (ie, the so-called slice problem here estÃ¡ the reason for this:. In general, a class derived object will have more data members of the class of objects or ancestor, so the compiler, No complain, just "off slices" members of extra data derived class object and use only the inherited members of the base or base ancestor for Variable base or parent class. However when pointers or referÃªncias Bonal arguments SÃ £ or used, this "slicing" nã £ o nã £ o What is one of the reasons why references and pointers are so important in the C ++ object-oriented program. What is polymorphism? The term polymorphism (Greek for "many forms") refers to the ability to use the same name for what can be different actions on objects of different data types. Polymorphism can be achieved (or at least approximate) of several ways: through function overload and overload of the operator via function models via virtual functions with connection Dynamic (ie, binding time of execution) a member function "found" at execution time (ie for an object in execution time, or dynamically connected to a virtual member function (or, simpler, a virtual function). To mark a member function for selection The execution time, your statement in the header file must be preceded by the virtual keyword. Once a function has been declared virtual, it remains virtual any derived class, without repetition of the virtual keyword, although it is generally considered as a better practice to repeat the virtual keyword in the derived classes, for readability. Previous general vision: Objects most details managed by OOJS AGO Explained, this article shows how to create classes of "child" objects that inherit resources from their "father". In addition, we would have sent some advice on when and where you can use oojs, and see how classes are treated in modern ecmascript syntax. Pranity: Basic Informatics Literacy, a Basic HTML and CSS understanding, familiarity with Basics JavaScript (see the first steps and construction blocks) and OOJS Basics (See the introduction to objects). OBJECTIVE: Understand how you can implement heritage in JavaScript. Until now we have seen some inheritance in action - we saw how prototypes work, and how members are inherited rising a chain. But most of the time, this involved the internal functions of the browser. How do we create an object in JavaScript that inherits from another object? Let's explore how to do this with a concrete example. From all, there is a local copy of our Oojs-Class-Inheritance-Start.html file (see you in live execution too). Inside you will find the same person () builder Example we are using all the way through the module, with a small difference - we define only the properties within the constructor: person of function (first, for the last , age, glessing, interests) {this.name = {first, last}; this.ge = age; this.gender = Glesser; this.Interests = interests; }; The all are all defined in the builder prototype. For example: person.prhotylepo.geeting = Function () {alert ('Hi! I \' m '+ this.name.first +' '); }; Note: In the source code, you will also see the bio () and farewell () methods defined. Later you will see how this can be inherited by other builders. Let's say we want to create a class of teacher, like the one we describe in our initial object-oriented definition, which inherits all members of the person, but also includes: a new property, subject - this will contain the subject that the teacher teaches. An up-to-date health (), which sounds a little more formal than the method of standard health () - more suitable for a teacher who addresses some students at school. The first thing we need to do is create a teacher () constructor - Add the following below the existing code: Professor of Functions (first, last, age, gain, interests, subject) {person.Call (this, First, last, age, gain, interests); this.subject = subject; } This seems similar to the builder of a person in many ways, but there is something strange here that we have not seen before "the function call (). This function basically allows you to call a function Defined elsewhere, but in the current context. The first parameter specifies the value of this You want to use when performing the function, and the other parts are those that should be passed â € â € â €

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