

Chapter 13: Object-Oriented Programming: Polymorphism

Section 13.1 Introduction

13.1 Q1: Polymorphism is implemented via:

- a. Member functions.
- b. **virtual functions and dynamic binding.**
- c. inline functions.
- d. Non-virtual functions.

ANS b. **virtual functions and dynamic binding.**

Section 13.2 Base Classes and Derived Classes

13.2 Q1: Which of the following would not be a member function that derived classes `Fish`, `Frog` and `Bird` should inherit from base class `Animal` and then provide their own definitions for, so that the function call can be performed polymorphically?

- a. `eat`
- b. `sleep`
- c. `move`
- d. **`flapwings`**

ANS d. **`flapwings`**

Section 13.3.1 Invoking Base-Class Functions from Derived-Class Objects

13.3.1 Q1: `Employee` is a base class and `HourlyWorker` is a derived class, with a redefined non-virtual `print` function. Given the following statements, will the output of the two `print` function calls be identical?

```
HourlyWorker h;  
Employee *ePtr = &h;  
  
ePtr->print();  
ePtr->Employee::print();
```

- a. Yes.
- b. Yes, if `print` is a static function.
- c. No.
- d. It would depend on the implementation of the `print` function.

ANS a. **Yes.**

Section 13.3.2 Aiming Derived-Class Pointers at Base-Class Objects

13.3.2 Q1: Which of the following assignments would be a compilation error?

- a. Assigning the address of a base-class object to a base-class pointer.
- b. Assigning the address of a base-class object to a derived-class pointer.
- c. Assigning the address of a derived-class object to a base-class pointer.
- d. Assigning the address of a derived-class object to a derived-class pointer.

ANS: b. **Assigning the address of a base-class object to a derived-class pointer.**

Section 13.3.3 Derived-Class Member-Function Calls via Base-Class Pointers

13.3.3 Q1: Downcasting enables:

- a. A derived-class object to be treated as a base-class object.
- b. A base-class object to be treated as a derived-class object.
- c. Making a base-class pointer into a derived-class pointer.
- d. Making a derived-class pointer into a base-class pointer.

Late Object Program Deitel 7th Edition

Paul J. Deitel, Harvey M. Deitel



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Object-oriented Analysis and Design with Applications Grady Booch,1994 This revision of Grady Booch s classic offers the first industry wide standard for notation in developing large scale object oriented systems Laying the groundwork for the development of complex systems based on the object model the author works in C to provide five fully developed design examples along with many smaller applications Three of these capstone projects are new with this edition including an inventory tracking system which implements a client server The other four span problem domains as diverse as data acquisition for scientific tools framework artificial intelligence and command and control To measure progress metrics in object development are suggested so that the developer knows how the project is going In addition the author demonstrates good and bad object designs and shows how to manage the trade offs in complex systems

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Table of Contents Late Object Program Deitel 7th Edition

1. Understanding the eBook Late Object Program Deitel 7th Edition
 - The Rise of Digital Reading Late Object Program Deitel 7th Edition
 - Advantages of eBooks Over Traditional Books
2. Identifying Late Object Program Deitel 7th Edition
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Late Object Program Deitel 7th Edition
 - User-Friendly Interface
4. Exploring eBook Recommendations from Late Object Program Deitel 7th Edition
 - Personalized Recommendations
 - Late Object Program Deitel 7th Edition User Reviews and Ratings
 - Late Object Program Deitel 7th Edition and Bestseller Lists
5. Accessing Late Object Program Deitel 7th Edition Free and Paid eBooks
 - Late Object Program Deitel 7th Edition Public Domain eBooks
 - Late Object Program Deitel 7th Edition eBook Subscription Services
 - Late Object Program Deitel 7th Edition Budget-Friendly Options
6. Navigating Late Object Program Deitel 7th Edition eBook Formats

- ePub, PDF, MOBI, and More
 - Late Object Program Deitel 7th Edition Compatibility with Devices
 - Late Object Program Deitel 7th Edition Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Late Object Program Deitel 7th Edition
 - Highlighting and Note-Taking Late Object Program Deitel 7th Edition
 - Interactive Elements Late Object Program Deitel 7th Edition
 8. Staying Engaged with Late Object Program Deitel 7th Edition
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Late Object Program Deitel 7th Edition
 9. Balancing eBooks and Physical Books Late Object Program Deitel 7th Edition
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Late Object Program Deitel 7th Edition
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
 11. Cultivating a Reading Routine Late Object Program Deitel 7th Edition
 - Setting Reading Goals Late Object Program Deitel 7th Edition
 - Carving Out Dedicated Reading Time
 12. Sourcing Reliable Information of Late Object Program Deitel 7th Edition
 - Fact-Checking eBook Content of Late Object Program Deitel 7th Edition
 - Distinguishing Credible Sources
 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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