



Grundlagen der Informatik und Programmierung 2

Vererbung

Einführung

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The problem is that there is no distinction between the general properties of any shape (a shape has a color, it can be drawn, etc.) and the properties of a specific shape (a circle is a shape that has a radius, is drawn by a circle-drawing function, etc.). Expressing this distinction and taking advantage of it defines object-oriented programming. A language with constructs that allows this distinction to be expressed and used supports object-oriented programming. Other languages don't.

– Bjarne Stroustrup: What is “Object-Oriented Programming”?

Vererbung? – Geht doch schon. – Oder nicht?

mit Bordmitteln von C

Deklarationen:

```
typedef struct Person {  
    std::string first_name;  
    std::string last_name;  
} Person;  
  
typedef struct Student {  
    Person person;  
    unsigned int id;  
} Student;
```

```
typedef struct StudentInProgram {  
    Student student;  
    std::string program;  
    std::string regulations;  
} StudentInProgram;
```

anwendender Code:

```
StudentInProgram jane{"Jane", "Appleseed", 199100001, "I.S", "2018"};  
std::cout << jane.student.person.first_name << ' ';  
std::cout << jane.student.person.last_name << '\n';  
std::cout << jane.student.id << '\n';  
std::cout << jane.program << ' ' << jane.regulations << std::endl;
```

Vererbung? – Geht doch schon. – Oder nicht?

mit Bordmitteln von C

anwendender Code:

```
StudentInProgram jane{"Jane", "Appleseed", 199100001, "I.S", "2018"};
std::cout << jane.student.person.first_name << ' ';
std::cout << jane.student.person.last_name << '\n';
std::cout << jane.student.id << '\n';
std::cout << jane.program << ' ' << jane.regulations << std::endl;
```

anwendender Code:

```
StudentInProgram jane{"Jane", "Appleseed", 199100001, "I.S", "2018"};  
std::cout << jane.first_name << ' ';  
std::cout << jane.last_name << '\n';  
std::cout << jane.id << '\n';  
std::cout << jane.program << ' ' << jane.regulations << std::endl;
```

Vererbung? – Geht doch schon. – Oder nicht?

jetzt mit C++

```
struct Person {
    std::string first_name;
    std::string last_name;
};
struct Student : public Person {
    unsigned int id;
};
```

```
struct StudentInProgram
    : public Student {
    std::string program;
    std::string regulations;
};
```

anwendender Code:

```
StudentInProgram jane{"Jane", "Appleseed", 199100001, "I.S", "2018"};
std::cout << jane.first_name << ' ';
std::cout << jane.last_name << '\n';
std::cout << jane.id << '\n';
std::cout << jane.program << ' ' << jane.regulations << std::endl;
```

Beispiel: Elektrowerkzeuge

Gemeinsamkeiten führen zu vervielfältigtem Code

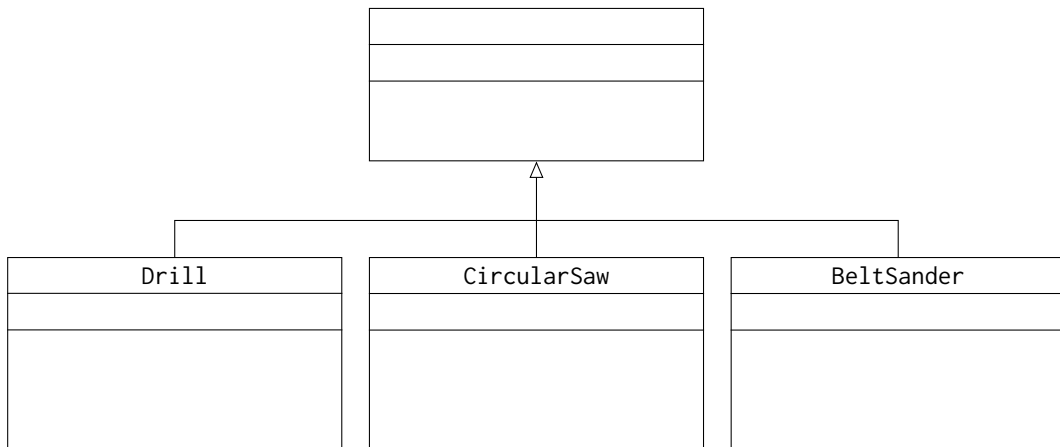
Drill
- Motor motor_
+ void SwitchOn() + void SwitchOff() + void Bore(Object*)

CircularSaw
- Motor motor_
+ void SwitchOn() + void SwitchOff() + void Cut(Object*)

BeltSander
- Motor motor_
+ void SwitchOn() + void SwitchOff() + void Sand(Object*)

Beispiel: Elektrowerkzeuge

extrahiere Gemeinsamkeiten




```
class PowerTool {  
    public:  
        void SwitchOn();  
        void SwitchOff();  
  
    private:  
        Motor motor_;  
};
```

```
class Drill : public PowerTool {  
    public:  
        void Bore(Object* obj);  
};
```

```
class CircularSaw : public PowerTool {  
    public:  
        void Cut(Object* obj);  
};
```

```
class BeltSander : public PowerTool {  
    public:  
        void Sand(Object* obj);  
};
```

- ▶ Vererbung in C?
- ▶ Vererbung in C++
- ▶ einführendes Beispiel

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