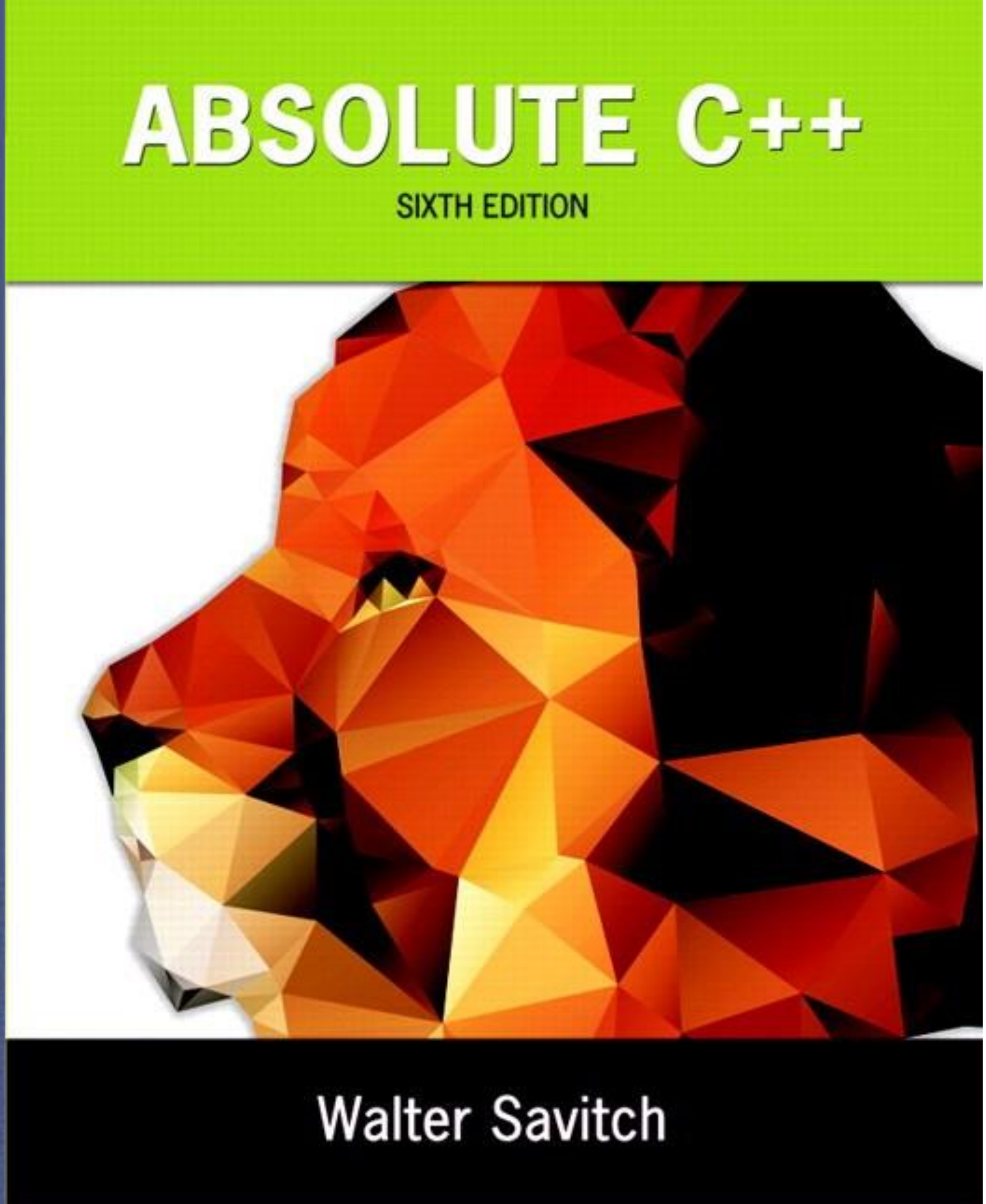

Chapter 15

Polymorphism and Virtual Functions

Learning Objectives

- Virtual Function Basics
  - Late binding
  - Implementing virtual functions
  - When to use a virtual function
  - Abstract classes and pure virtual functions
- Pointers and Virtual Functions
  - Extended type compatibility
  - Downcasting and upcasting
  - C++ "under the hood" with virtual functions

Virtual Function Basics

- Polymorphism
  - Associating many meanings to one function
  - Virtual functions provide this capability
  - Fundamental principle of object-oriented programming!
- Virtual
  - Existing in "essence" though not in fact
- Virtual Function
  - Can be "used" before it’s "defined"

Figures Example

- Best explained by example:
- Classes for several kinds of figures
  - Rectangles, circles, ovals, etc.
  - Each figure an object of different class
    - Rectangle data: height, width, center point
    - Circle data: center point, radius
- All derive from one parent-class: Figure
- Require function: draw()
  - Different instructions for each figure

Figures Example 2

- Each class needs different *draw* function
- Can be called "draw" in each class, so:

```
Rectangle r;
Circle c;
r.draw();  //Calls Rectangle class's draw
c.draw(); //Calls Circle class's draw
```

- Nothing new here yet…

Figures Example: center()

- Parent class Figure contains functions that apply to "all" figures; consider: center(): moves a figure to center of screen
  - Erases 1st, then re-draws
  - So Figure::center() would use function draw() to re-draw
  - Complications!
    - Which draw() function?
    - From which class?

Figures Example: New Figure

- Consider new kind of figure comes along:
  Triangle class
  derived from Figure class
- Function center() inherited from Figure
  - Will it work for triangles?
  - It uses draw(), which is different for each figure!
  - It will use Figure::draw() → won't work for triangles
- Want inherited function center() to use function Triangle::draw() NOT function Figure::draw()
  - But class Triangle wasn't even WRITTEN when Figure::center() was! Doesn't know "triangles"!

Figures Example: Virtual!

- Virtual functions are the answer
- Tells compiler:
  - "Don’t know how function is implemented"
  - "Wait until used in program"
  - "Then get implementation from object instance"
- Called late binding or dynamic binding
  - Virtual functions implement late binding

Virtual Functions: Another Example

- Bigger example best to demonstrate
- Record-keeping program for automotive parts store
  - Track sales
  - Don't know all sales yet
  - 1^{st} only regular retail sales
  - Later: Discount sales, mail-order, etc.
    - Depend on other factors besides just price, tax

Virtual Functions: Auto Parts

- Program must:
  - Compute daily gross sales
  - Calculate largest/smallest sales of day
  - Perhaps average sale for day
- All come from individual bills
  - But many functions for computing bills will be added "later"!
    - When different types of sales added!
- So function for "computing a bill" will be virtual!

Class Sale Definition

- class Sale

```
{
public:
      Sale();
      Sale(double thePrice);
      double getPrice() const;
      virtual double bill() const;
      double savings(const Sale& other) const;
private:
      double price;
};
```

Member Functions savings and operator <

- double Sale::savings(const Sale& other) const
```
{
      return (bill() – other.bill());
}
```

- bool operator < (const Sale& first,
```
                             const Sale& second)
{
      return (first.bill() < second.bill());
}
```

- Notice BOTH use member function bill()!

Class Sale

- Represents sales of single item with no added discounts or charges.
- Notice reserved word "virtual" in declaration of member function *bill*
  - Impact: Later, derived classes of Sale can define THEIR versions of function bill
  - Other member functions of Sale will use version based on object of derived class!
  - They won't automatically use Sale's version!

Derived Class DiscountSale Defined

- ```
  class DiscountSale   :  public Sale
  {
  public:
          DiscountSale();
          DiscountSale(  double thePrice,
                                  double the Discount);
          double getDiscount() const;
          void setDiscount(double newDiscount);
          double bill() const;
  private:
          double discount;
  };
  ```
  ```

DiscountSale's Implementation of bill()

- double DiscountSale::bill() const
  {
      double fraction = discount/100;
      return (1 – fraction)*getPrice();
  }
- Qualifier "virtual" does not go in actual function definition
  - "Automatically" virtual in derived class
  - Declaration (in interface) not required to have "virtual" keyword either (but usually does)

DiscountSale's Implementation of bill()

- Virtual function in base class:
  - "Automatically" virtual in derived class
- Derived class declaration (in interface)
  - Not required to have "virtual" keyword
  - But typically included anyway, for readability

Derived Class DiscountSale

- DiscountSale's member function bill() implemented differently than Sale's
  – Particular to "discounts"
- Member functions *savings* and "<"
  – Will use this definition of bill() for all objects of DiscountSale class!
  – Instead of "defaulting" to version defined in Sales class!

Virtual: Wow!

- Recall class Sale written long before derived class DiscountSale
  - Members savings and "<" compiled before even had ideas of a DiscountSale class
- Yet in a call like:
  DiscountSale d1, d2;
  d1.savings(d2);
  - Call in savings() to function bill() knows to use definition of bill() from DiscountSale class
- Powerful!

Virtual: How?

- To write C++ programs:
  - Assume it happens by "magic"!
- But explanation involves late binding
  - Virtual functions implement late binding
  - Tells compiler to "wait" until function is used in program
  - Decide which definition to use based on calling object
- Very important OOP principle!

Overriding

- Virtual function definition changed in a derived class
  – We say it's been "overidden"
- Similar to redefined
  – Recall: for standard functions
- So:
  – Virtual functions changed: ***overridden***
  – Non-virtual functions changed: ***redefined***

C++11 **override** keyword

- C++11 includes the **override** keyword to make it clear if a function is overridden or redefined

```
class Sale
{
  public:
    …
    virtual double bill() const;
    …
};

class DiscountSale : public Sale
{
  public:
    …
    double bill() const override;
    …
};
```

Makes it explicit that this function overrides **bill()** in the Sale class

C++11 **final** keyword

- C++11 includes the **final** keyword to prevent a function from being overridden. Useful if a function is overridden but don't want a derived classes to override it again.

```
class Sale
{
  public:
    …
    virtual double bill() const final;
    …
};

class DiscountSale : public Sale
{
  public:
    …
    double bill() const;
    …
};
```

Cannot override

Results in compiler error

Virtual Functions: Why Not All?

- Clear advantages to virtual functions as we've seen
- One major disadvantage: overhead!
  - Uses more storage
  - Late binding is "on the fly", so programs run slower
- So if virtual functions not needed, should not be used

Pure Virtual Functions

- Base class might not have "meaningful" definition for some of it's members!
  - It's purpose solely for others to derive from
- Recall class Figure
  - All figures are objects of derived classes
    - Rectangles, circles, triangles, etc.
  - Class Figure has no idea how to draw!
- Make it a pure virtual function:
  virtual void draw() = 0;

Abstract Base Classes

- Pure virtual functions require no definition
  - Forces all derived classes to define "their own" version
- Class with one or more pure virtual functions is: abstract base class
  - Can only be used as base class
  - No objects can ever be created from it
    - Since it doesn’t have complete "definitions" of all it’s members!
- If derived class fails to define all pure’s:
  - It’s an abstract base class too

Extended Type Compatibility

- Given:
  Derived is derived class of Base
  - Derived objects can be assigned to objects of type Base
  - But NOT the other way!
- Consider previous example:
  - A DiscountSale "is a" Sale, but reverse not true

Extended Type Compatibility Example

- ```
  class Pet
  {
  public:
          string name;
          virtual void print() const;
  };
  class Dog : public Pet
  {
  public:
          string breed;
          virtual void print() const;
  };
  ```
  ```

Classes Pet and Dog

- Now given declarations:
  Dog vdog;
  Pet vpet;
- Notice member variables name and breed are public!
  - For example purposes only! Not typical!

Using Classes Pet and Dog

- Anything that "is a" dog "is a" pet:
  - vdog.name = "Tiny";
    vdog.breed = "Great Dane";
    vpet = vdog;
  - These are allowable
- Can assign values to parent-types, but not reverse
  - A pet "is not a" dog (not necessarily)

Slicing Problem

- Notice value assigned to vpet "loses" it’s breed field!
  - cout << vpet.breed;
    - Produces ERROR msg!
  - Called slicing problem
- Might seem appropriate
  - Dog was moved to Pet variable, so it should be treated like a Pet
    - And therefore not have "dog" properties
  - Makes for interesting philosphical debate

Slicing Problem Fix

- In C++, slicing problem is nuisance
  - It still "is a" Great Dane named Tiny
  - We'd like to refer to it's breed even if it's been treated as a Pet
- Can do so with pointers to dynamic variables

Slicing Problem Example

- Pet *ppet;
  Dog *pdog;
  pdog = new Dog;
  pdog->name = "Tiny";
  pdog->breed = "Great Dane";
  ppet = pdog;
- Cannot access breed field of object pointed to by ppet:
  cout << ppet->breed; //ILLEGAL!

Slicing Problem Example

- Must use virtual member function:
  ppet->print();
  - Calls print member function in Dog class!
    - Because it’s virtual
  - C++ "waits" to see what object pointer ppet is actually pointing to before "binding" call

Virtual Destructors

- Recall: destructors needed to de-allocate dynamically allocated data
- Consider:
  ```
  Base *pBase = new Derived;
  …
  delete pBase;
  ```
  - Would call base class destructor even though pointing to Derived class object!
  - Making destructor ***virtual*** fixes this!
- Good policy for all destructors to be virtual

Casting

- Consider:
```
Pet vpet;
Dog vdog;
…
vdog = static_cast<Dog>(vpet);  //ILLEGAL!
```
- Can't cast a pet to be a dog, but:
```
vpet = vdog;            // Legal!
vpet = static_cast<Pet>(vdog);  //Also legal!
```
- Upcasting is OK
  - From descendant type to ancestor type

Downcasting

- Downcasting dangerous!
  - Casting from ancestor type to descended type
  - Assumes information is "added"
  - Can be done with dynamic_cast:
    ```
    Pet *ppet;
    ppet = new Dog;
    Dog *pdog = dynamic_cast<Dog*>(ppet);
    ```
    - Legal, but dangerous!
- Downcasting rarely done due to pitfalls
  - Must track all information to be added
  - All member functions must be virtual

Inner Workings of Virtual Functions

- Don’t need to know how to use it!
  - Principle of information hiding
- Virtual function table
  - Compiler creates it
  - Has pointers for each virtual member function
  - Points to location of correct code for that function
- Objects of such classes also have pointer
  - Points to virtual function table

Summary 1

- Late binding delays decision of which member function is called until runtime
  - In C++, virtual functions use late binding
- Pure virtual functions have no definition
  - Classes with at least one are abstract
  - No objects can be created from abstract class
  - Used strictly as base for others to derive

Summary 2

- Derived class objects can be assigned to base class objects
  – Base class members are lost; slicing problem
- Pointer assignments and dynamic objects
  – Allow "fix" to slicing problem
- Make all destructors virtual
  – Good programming practice
  – Ensures memory correctly de-allocated