

## Topic 3

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1. Inheritance hierarchies
2. Implementing derived classes
3. Overriding member functions
4. Virtual functions and polymorphism

# Overriding Member Functions

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Recall that our design requires that the `display` member function be rewritten in the `ChoiceQuestion` class.

This is called *overriding* a member function.

`ChoiceQuestion`'s `display` method needs to:

1. Display the question text.
2. Display the answer choices.

## Overriding Member Functions (2)

The second part is easy – just a loop to print out the derived-class data members

```
int ChoiceQuestion::display() const
{
    // Display the question text
    ...
    // Display the answer choices
    for (int i = 0; i < choices.size(); i++)
    {
        cout << i + 1 << ": "
            << choices[i] << endl;
    }
}
```

## Overriding Member Functions (3)

The first part seems easy too – call the `display` in `Question`:

```
int ChoiceQuestion::display() const
{
    // Display the question text
    display(); /* attempting to call Question's
               display function */
    // Display the answer choices
    ...
}
```

**UNFORTUNATELY**, this results in a recursive function with `display()` called from `ChoiceQuestion` by itself, instead of the base class `display()`.

## Overriding Member Functions (4)

The solution is to do what you said in the first place:

Call Question's `display` by prefixing the function name with

```
Question::
```

```
int ChoiceQuestion::display() const
{
    // Display the question text
    Question::display();
    // Display the answer choices
    ...
}
```

Note that the override function does not necessarily have to call the base class's function, unless it must use the base's data members.

# A Program With ChoiceQuestion (1)

```
// sec03/demo.cpp
#include <iostream>
#include <sstream>
#include <vector>
#include "question.h"

class ChoiceQuestion : public Question
{
public:
    /**
     * Constructs a choice question with no choices.
     */
    ChoiceQuestion();
};
```

## A Program With ChoiceQuestion (2)

```
/**
 * Adds an answer choice to this question.
 * @param choice the choice to add
 * @param correct true if this is the correct choice,
 * false otherwise
 */
void add_choice(string choice, bool correct);
void display() const;
private:
    vector<string> choices;
};

ChoiceQuestion::ChoiceQuestion()
{
}
```

## A Program With ChoiceQuestion (3)

```
void ChoiceQuestion::add_choice(string choice, bool correct)
{
    choices.push_back(choice);
    if (correct)
    {
        // Convert choices.size() to string
        string num_str = to_string(choices.size());
        set_answer(num_str);
    }
}

void ChoiceQuestion::display() const
{
    // Display the question text
    Question::display();

    // Display the answer choices
    for (int i = 0; i < choices.size(); i++)
    {
        cout << i + 1 << ": " << choices[i] << endl;
    }
}
```



## A Program With ChoiceQuestion (4)

```
int main()
{
    string response;
    cout << boolalpha;

    // Ask a basic question
    Question q1;
    q1.set_text("Who was the inventor of C++?");
    q1.set_answer("Bjarne Stroustrup");

    q1.display();
    cout << "Your answer: ";
    getline(cin, response);
    cout << q1.check_answer(response) << endl;
```

## A Program With ChoiceQuestion (5)

```
// Ask a choice question

ChoiceQuestion q2;
q2.set_text("In which country was the inventor of C++ born?");
q2.add_choice("Australia", false);
q2.add_choice("Denmark", true);
q2.add_choice("Korea", false);
q2.add_choice("United States", false);

q2.display();
cout << "Your answer: ";
getline(cin, response);
cout << q2.check_answer(response) << endl;

return 0;

}
```

## A Program With ChoiceQuestion (6)

### Program Run

Who was the inventor of C++?

Your answer: Bjarne Stroustrup

true

In which country was the inventor of C++ born?

1: Australia

2: Denmark

3: Korea

4: United States

Your answer: 2

true

# Common Error: Forgetting the Base-Class Name

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Don't forget to use the

**BaseClass::memberFunction**

notation when you want to call a member function from the base class, when you are writing:

**DerivedClass::memberFunction**