

# subclass

Subclass is a class derived from another.

---

```
class subclass : public superclass{  
    //code  
};
```

---

## Example A - Rectangle

---

```
class Shape{
    private:
        int width;
        int height;
    public:
        void set(int w,int h){width=w;height=h;}
};
class Rectangle : public Shape{
    public:
        int getArea(){return width*height;}
};
```

---

## Example A - Rectangle

---

```
#include <iostream>
using namespace std;
int main(){
    Rectangle rec;
    rec.set(5,6);
    cout<<getArea();
}
```

---

<http://cpp.sh/4osl>

## Example A - Error!

Since width,length are private in Shape, subclass Rectangle cannot access them. How to solve it?

## Example A - Error!

Since width,length are private in Shape, subclass Rectangle cannot access them. How to solve it? **protected!!**

---

```
class Shape{
    protected://Only for subclass
    int width;
    int height;
    public:
    set(int w,int h){width=w;height=h;}
};
class Rectangle : public Shape{
    public:
    int getArea(){return width*height;}
};
```

---

<http://cpp.sh/6ehq>

## Practice-FloatFraction Class

Create a new class Floatclass class based on the Fraction class. Floatclass class has one extra public member function **double get\_float()** which returns decimal number of the fraction. <http://cpp.sh/3jpv>

- Subclass cannot access private members of Superclass.
- Consider a type conversion carefully.

---

```
int value=1.23;  
int x=static_cast<int>(value*10.0);
```

---

## Check- FloatFraction Class

---

```
class Fraction{
    protected:
        int num,den;
        //code
}
class FloatFraction:public Fraction{
    public:
        double get_float(){
            return static_cast<double>(num)/den;
        }
};
```

---

<http://cpp.sh/7tkx>

## Check2- FloatFraction Class

If you do not use "protected", you need to use public functions "getn(), getd()".

---

```
class Fraction{
    private:
        int num,den;
        //code
}
class FloatFraction:public Fraction{
    public:
        double get_float(){
            double x=getn();
            return x/getd();
        }
};
```

---

<http://cpp.sh/9px3>



## Constructor of subclass

### Theorem

*Subclass do not inherit constructors from their Superclass.*

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### Theorem (C++11)

*C++11 allows to inherit Constructor from Superclass.*

```
class FloatFraction:public Fraction{
    public:
        using Fraction::Fraction;//Inherit Constructors.
        double get_float(){
            double x=getn();
            return x/getd();
        }
};
```

## Inadequate Constructor Inheritance

```
class Point2D{
    protected:
        int x,y;
    public:
        Point2D(){x=0;y=0;}
        Point2D(int nx,int ny){x=nx;y=ny;}
};

class Point3D:public Point2D{
    protected:
        int z;
    public:
        using Point2D::Point2D;
        // How about z?
};
```

None of the inherited constructors set a value of z.

## Check-Inadequate Constructor Inheritance

```
class Point2D{
    protected:
        int x,y;
    public:
        Point2D(){x=0;y=0;}
        Point2D(int nx,int ny){x=nx;y=ny;}
};
class Point3D:public Point2D{
    protected:
        int z=0;//c++11
    public:
        using Point2D::Point2D;
        Point3D(int nx,int ny,int nz):Point2D(nx,ny),z(nz){};//c++11
};
```

<http://cpp.sh/3tcz>

## Private, Protected inheritance

```
class A {public: int x;
protected: int y;
private: int z;};
class B : public A
{ // x is public
  // y is protected
  // z is not accessible from B};
class C : protected A
{ // x is protected
  // y is protected
  // z is not accessible from C};
class D : private A
{ // x is private
  // y is private
  // z is not accessible from D};
```

<http://stackoverflow.com/a/1372858>