CS 162, Lecture 19: Polymorphism Activity

14 May 2018
Step 1: Complete the Interface Files

- The interface files are missing a lot of information.
- Based on the implementation files, fill in the blanks
  - What classes are child classes?
  - What access modifiers should be used?
  - Are there any virtual functions?
  - Are there any pure virtual functions?
Step 2: Unfamiliar territory and the Big 3

• The various animal classes all have a function called clone()
• Talk with the people around you about what this function is doing and where it is used in the rest of the program.
• Why do you think it is needed?
• With the people around you, talk about where, how, and why the Big 3 are being used in this program.
Step 3: The ->

• Why is the arrow being used in the Paddock class?
Demo