

Comp151

Polymorphism: Virtual Functions

# Example: Global print Function By Reference

- Because of the substitution principle, you may want to write a global print function for Person and its derived classes as follows:

```
void print_by_ref(const Person& person) { person.print(); }
int main()
{
    Person mouse("Mickey", "Disney World", arts);
    Teacher einstein("Albert Einstein", "USA", physics, professor);
    Student plato("Plato", "Greece", philosophy);
    plato.enroll_course(COMP151);
    print_by_ref(mouse);
    print_by_ref(einstein);
    print_by_ref(plato);
}
```

# Example: Global print Function By Pointer

- Or by a pointer argument:

```
void print_by_ptr(const Person* person) { person->print(); }
int main()
{
    Person mouse("Mickey", "Disney World", arts);
    Teacher einstein("Albert Einstein", "USA", physics, professor);
    Student plato("Plato", "Greece", philosophy);
    plato.enroll_course(COMP151);
    print_by_ptr(&mouse);
    print_by_ptr(&einstein);
    print_by_ptr(&plato);
}
```

# Example: Output

----- Person details -----

Name: Mickey

Addr: Disney World

Dept: 0

----- Person details -----

Name: Albert Einstein

Addr: USA

Dept: 1

----- Person details -----

Name: Plato

Addr: Greece

Dept: 2

Oops!

# Example: This Is What We Want

- (assume: enum Department { arts, physics, philosophy, ...})
  - Person details -----
    - Name: Mickey
    - Addr: Disney World
    - Dept: 0
  - Teacher details -----
    - Name: Albert Einstein
    - Addr: USA
    - Dept: 1
    - Rank: Full Professor
  - Student details -----
    - Name: Plato
    - Addr: Greece
    - Dept: 2
    - Enrolled in:  
COMP151

# Static or Early Binding

We want

```
void print_by_ref(const Person& person) { person.print(); }
```

to call `Student::print()` when a `Student` object is passed as argument, to call `Teacher::print()` when a `Teacher` object is passed as argument, and so forth.

- However, when the compiler generates the function call in the line, it looks at the static type of `person` which is `const Person&`, so the method `Person::print()` is called.
- Static binding: the binding (association) of a function name to the appropriate method is done by a static analysis of the code at compile time based on the static (or declared) type of the object used in the call.

The fact that the pointer can point to, (or the reference is actually a reference of) an object of a derived class is not considered.

# Dynamic or Late Binding

- By default, C++ uses static binding. (Same as C, Pascal, and FORTRAN.)
- In C++, another type of binding called dynamic binding is supported through virtual functions. (Same as Java, Smalltalk, Lisp.)
- When dynamic binding is used, the method to be called is selected using the actual type of the object in the call. i.e. `print_by_ref(mouse)` (a Person object) would call `Person::print()`, `print_by_ref(plato)` (a Student object) would call `Student::print()`, and `print_by_ref(einstein)` (a Teacher object) would call `Teacher::print()`.

*Note that the possible object types do not need to be known at the time that the function call is being compiled!*

# Virtual Functions

- A virtual function is a method that is declared using the virtual keyword in the class definition (but not in the method implementation, if it is outside the class).

```
class Person {
    string name;
    string address;
    Department dept;
public:
    virtual void print() const;
    ...
};
void Person::print() const {
    cout << "--- Person details ---" << endl;
    cout << "Name: " << name << endl;
    cout << "Addr: " << address << endl;
    cout << "Dept: " << dept << endl;
}
```

# Virtual Functions...

- Once a method is declared virtual in the base class, it is automatically virtual in all directly or indirectly derived classes.
- Even though it is not necessary to use the virtual keyword in the derived class, it is good style to do so, because it improves the readability of header files.

```
class Student: public Person {  
    Course* enrolled;  
    int num_courses;  
public:  
    virtual void print() const;  
    ...};
```

- Calls to virtual functions are a little bit slower than normal function calls. The difference is extremely small and not worth worrying about, unless you write very speed-critical code.

# Polymorphism

*poly* = multiple      *morphos* = shape

- Polymorphism in C++ means that we can work with objects without knowing their precise type at compile time:
- In: `void print_by_ptr(const Person* person) { person->print(); }` the type of the object pointed to by `person` is not known to the programmer writing this code, nor to the compiler. We say that `person` exhibits polymorphism, because the object can take on multiple shapes.
- Polymorphism allows us to write programs that behave correctly even when used with objects of derived classes.
- A pointer or reference must be used to have polymorphism. If call-by-value is used, no polymorphism can happen (WHY?).

```
void print_by_value(Person person) { person.print(); }  
/* wrong use */
```

# Example: Virtual Function

```
#include "people.h"
// class Person { ... virtual void print() const; }
// class Teacher: public Person { ... virtual void print() const; }
// class Student: public Person { ... virtual void print() const; }
// class PG Student: public Student { ... virtual void print() const; }
void print_by_ref(const Person& person) { person.print(); }
void print_by_ptr(const Person* person) { person->print(); }
int main()
{
    const int N = 4;
    Person p("Mickey", "Disney World", arts);
    Teacher t("Albert Einstein", "USA", physics, professor);
    Student s("Plato", "Greece", philosophy);
    s.enroll_course("COMP151");
    PG Student g("John", "HK", computer sci, "AI");
    g.enroll_course("COMP527");
    Person* x[N]; x[0] = &p; x[1] = &t; x[2] = &s; x[3] = &g;
    for (int j = 0; j < N; ++j) // by pointer to the base class
        x[j]->print();
    cout << endl;
    for (int j = 0; j < N; ++j) // by pointer to the base class
        print_by_ptr(x[j]);
    cout << endl;
    for (int j = 0; j < N; ++j) // by reference to the base class
        print_by_ref(*(x[j]));
}
```

## Another Example: Non Virtual Function

```
// NonVirtual.cpp
#include <iostream.h>
class Base {
    public: void Display() const; };
class X: public Base {
    public: void Display() const; };
class Y: public Base {
    public: void Display() const; };
void Base::Display() const { cout << "Inside Base::Display\n"; }
void X::Display() const { cout << "Inside X::Display\n"; }
void Y::Display() const { cout << "Inside Y::Display\n"; }
void Display_by_ref(const Base& b) { b.Display(); }
void Display_by_ptr(Base* b) { b->Display(); }
```

```

main()
{
    Base base; X x; Y y;
    Base* A[3]; A[0] = &base; A[1] = &x; A[2]= &y;
    for (int j = 0; j<3; j++) // Pointers
        A[j]->Display();
    cout << endl;
    for (int j = 0; j<3; j++) // Passing references
        Display_by_ref(*(A[j]));
    cout << endl;
    for (int j = 0; j<3; j++) // Passing pointers
        Display_by_pntr(A[j]);
}

```

## OUTPUT

-----

Inside Base::Display  
 Inside Base::Display  
 Inside Base::Display

Inside Base::Display  
 Inside Base::Display  
 Inside Base::Display

Inside Base::Display  
 Inside Base::Display  
 Inside Base::Display

## Another Example: Virtual Function

```
// Virtual.cpp
#include <iostream.h>
class Base {
    public: virtual void Display() const; };
class X: public Base {
    public: virtual void Display() const; };
class Y: public Base {
    public: virtual void Display() const; };
void Base::Display() const { cout << "Inside Base::Display\n"; }
void X::Display() const { cout << "Inside X::Display\n"; }
void Y::Display() const { cout << "Inside Y::Display\n"; }
void Display_by_val(Base b) { b.Display(); }
void Display_by_ref(const Base& b) { b.Display(); }
void Display_by_ptr(Base* b) { b->Display(); }
```

```
main()
{
    Base base; X x; Y y;
    Base* A[3]; A[0] = &base; A[1] = &x; A[2]= &y;
    for (int j = 0; j<3; j++)
        A[j]->Display();           // Pointers
    cout << endl;
    for (int j = 0; j<3; j++)
        Display_by_val(*(A[j])); // Not using virtual functions
    cout << endl;
    for (int j = 0; j<3; j++)
        Display_by_ref(*(A[j])); // Passing references
    cout << endl;
    for (int j = 0; j<3; j++)
        Display_by_pntr(A[j]);   // Passing pointers
}
```

## Output

-----

Inside Base::Display

Inside X::Display

Inside Y::Display

Inside Base::Display

Inside Base::Display

Inside Base::Display

Inside Base::Display

Inside X::Display

Inside Y::Display

Inside Base::Display

Inside X::Display

Inside Y::Display