

# Exam 2

- Focus: association, aggregation, inheritance
  - What each means
  - How diagrammed in design
  - How done in C++
  - When used over other choices
- Concept of polymorphism
  - How do we build a heterogeneous collection of objects (e.g., in a container)? (use of inheritance w/casting)
  - Definition of classes that can be used in same way (dynamic dispatch)

# Tentative Format

- Coding:
  - Given design diagram, write class declarations w/specified method definitions to match design
  - Demonstrate use of use of casting, definition and use of virtual methods
- Reading code
  - Evaluate design (which is better)
  - Evaluate use of inheritance