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