Inheritance and Observers

Animated postfix program shows observer pattern,

multiple observers “viewing” the same thing
inheritance and pointers used to facilitate the pattern

Parsing:

read symbols,

notify observers

“is-a” model
Inheritance, a few details

- **keyword** *virtual* modifies member function
  - which function is called determined at runtime
  - better than lost of if statements, easier to modify
  - must call through a pointer or a reference

```cpp
void DoStuff(Thing * t)    void DoThis(Thing t)
{                        {   t->doIt();                  t.doIt();
    t->doIt();            }                          }
```

- inheritance useful when an interface can be implemented in more than one way