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Thread: [Derived class - calls base class constructor aswell.](#)

zapotecs - November 4, 2015, 12:21 pm

Hello, anyone can explain to me please why my derived class constructor is calling base class constructor aswell? c++

```
Code #include <stdio.h>
#include <conio.h>
#include <iostream>
using namespace std;
```

```
static int count = 0;
```

```
// base class
class Pardevejs {
```

```
protected:
    char name[20];
    char surname[20];
    int age;
```

```
private:
```

```
public:
```

```
    float hourlyWage;
    float hoursPerMonth;
```

```
    void setHourlyWage(float wage);
    float getHourlyWage();
```

```
    void setHoursPerMonth(float hours);
    int getHoursPerMonth();
```

```
    float sallary();
```

```
    // void setColor(char autoColor[]);
    void setName(char sellersName[]);
    char* getName();
```

```
    void setSurname(char sellersSurname[]);
    char* getSurname();
```

```
    void setAge(int sellersAge);
    int getAge();
```

```
    void printDetails();
```

```

Pardevejs() {
    count++;

    setName("Janis");
    setSurname("Ozols");
    setAge(21);
    setHourlyWage(2.65);
    setHoursPerMonth(150);

    printDetails();
}

```

```

Pardevejs(char sellersName[], char sellersSurname[], int age,
float hourlyWage, int hoursPerMonth) {
    count++;
    setName(sellersName);
    setSurname(sellersSurname);
    setAge(age);
    setHourlyWage(hourlyWage);
    setHoursPerMonth(hoursPerMonth);

    printDetails();
}

```

```

~Pardevejs() {
    cout << endl << count << ". objekts tiek iznacinats" << endl;
    getch();
}

```

```

// set un get metodes private and protected laukiem
};

```

```

void Pardevejs::setName(char sellersName[]) {
    strcpy(name, sellersName);
}

```

```

char* Pardevejs::getName() {
    return name;
}

```

```

void Pardevejs::setSurname(char sellersSurname[]) {
    strcpy(surname, sellersSurname);
}

```

```

char* Pardevejs::getSurname() {
    return surname;
}

```

```

void Pardevejs::setAge(int sellersAge) {

```

```

    age = sellersAge;
}

int Pardevejs::getAge() {
    return age;
}

void Pardevejs::setHourlyWage(float wage) {
    hourlyWage = wage;
}

float Pardevejs::getHourlyWage() {
    return hourlyWage;
}

void Pardevejs::setHoursPerMonth(float hours) {
    hoursPerMonth = hours;
}

int Pardevejs::getHoursPerMonth() {
    return hoursPerMonth;
}

float Pardevejs::salary() {
    float salary;
    salary = hoursPerMonth * hourlyWage;
    return salary;
}

void Pardevejs::printDetails() {
    cout << count << ". darbinieka informacija:" << endl;
    cout << "Darbinieka informacija" << endl << endl;

    cout << "Pardeveja vards: " << name << endl;
    cout << "Pardeveja Uzvars: " << surname << endl;
    cout << "Pardeveja vecums: " << age << endl;

    cout << endl << "Algu informacija" << endl << endl;

    cout << "Nostradatas stundas: " << hoursPerMonth << endl;
    cout << "Stundas Samaksa: " << hourlyWage << endl;
    cout << "Alga: " << salary() << " EUR";
    cout << endl << "-----" << endl;

}

/*
Derived class
*/

class Partikas_Pardevejs : public Pardevejs {
private:

```

public:

```
Partikas_Pardevejs() {  
    count++;  
    setName("Rainis");  
    setSurname("Mulniks");  
    setAge(45);  
    setHourlyWage(2.2);  
    setHoursPerMonth(140);  
  
    printDetails();  
}  
};
```

```
int _tmain(int argc, _TCHAR* argv[]) {  
  
    Partikas_Pardevejs a;  
    getch();  
    return 0;  
}
```

ValiumProp - November 4, 2015, 2:55 pm

Empty super class constructors are called automatically, if you have argument you gotta add it to your derived class' constructor initialization list.