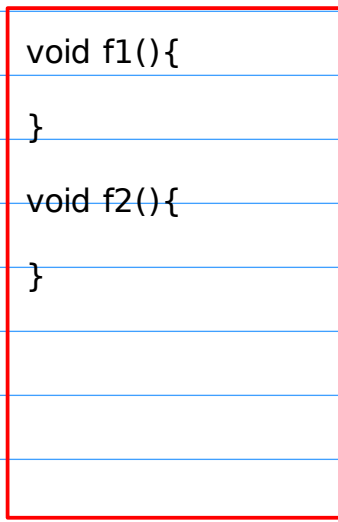
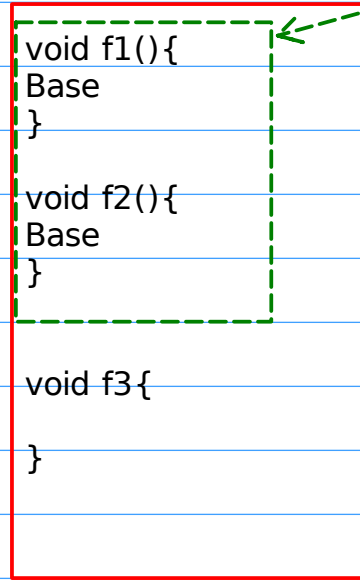


Base b



Derived d



Base &ref



Object slicing

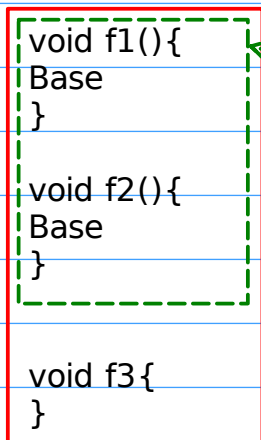
num1

num1

num2

Object slicing

Derived



Base \*bptr

200

300

Derived \*

200

400

Downcasting

bptr = 200  
&bptr = 300  
\*bptr - value at

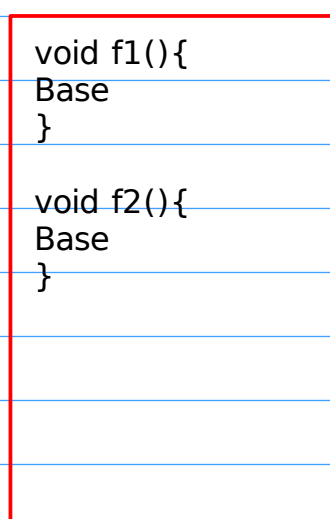
dptr = 200  
&dptr = 400  
\*dptr = value at

delete 200

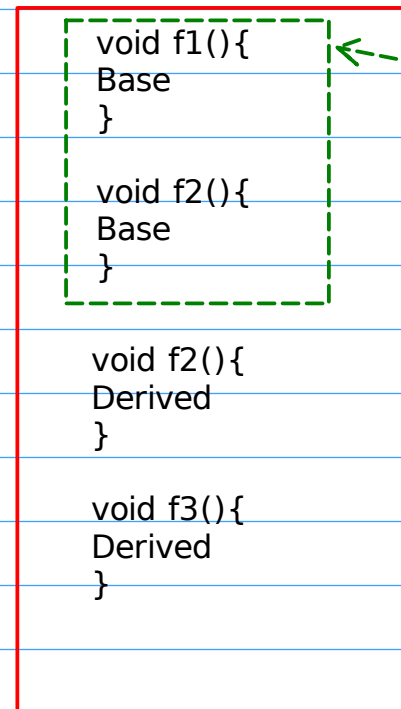
delete 200

200

Base



Derived

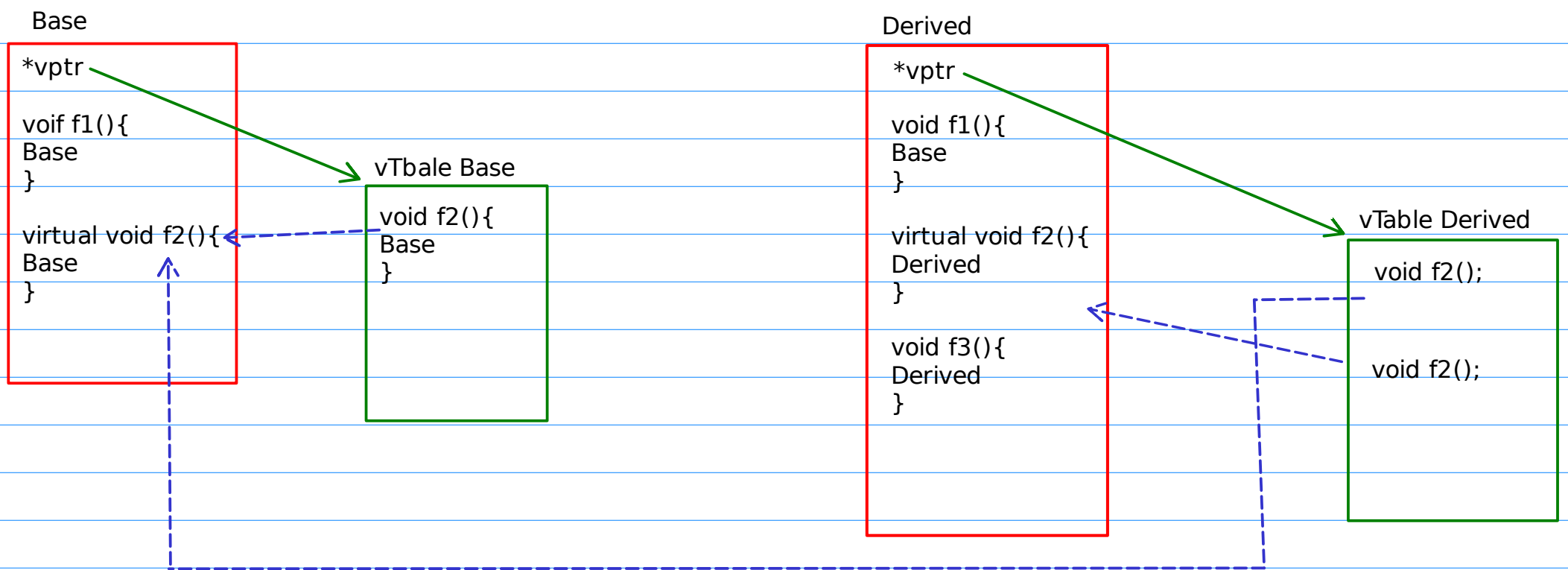


Base \*bptr

200

300

200

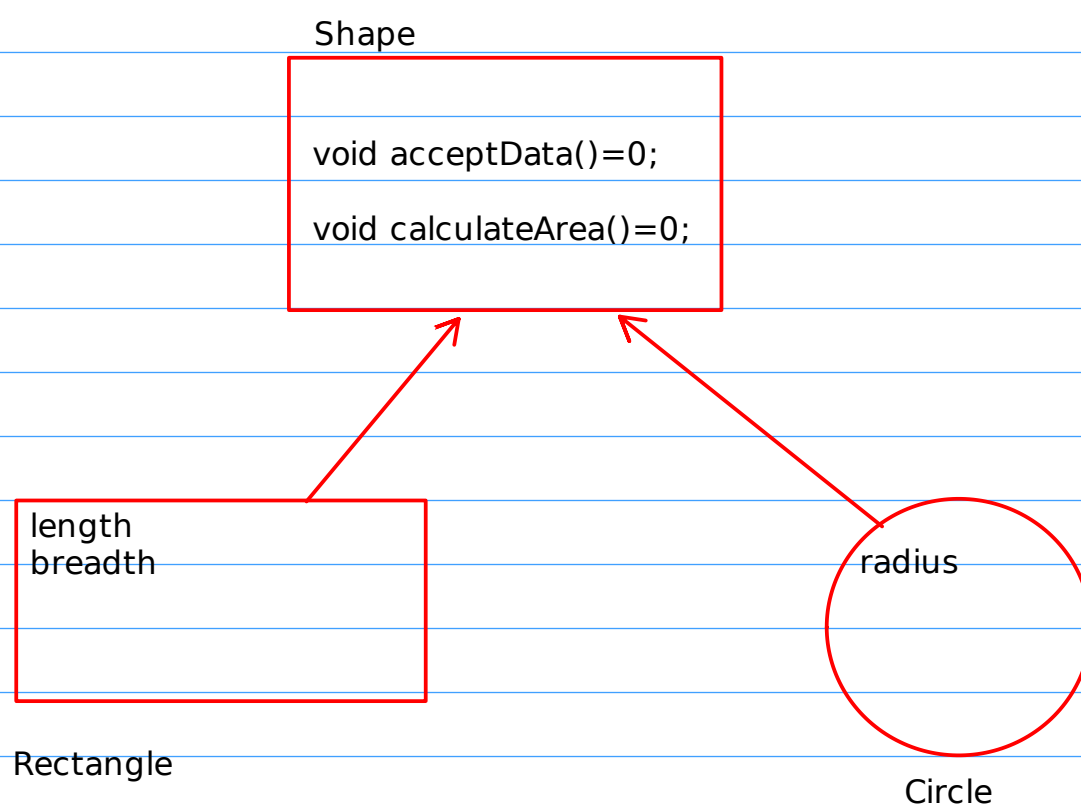
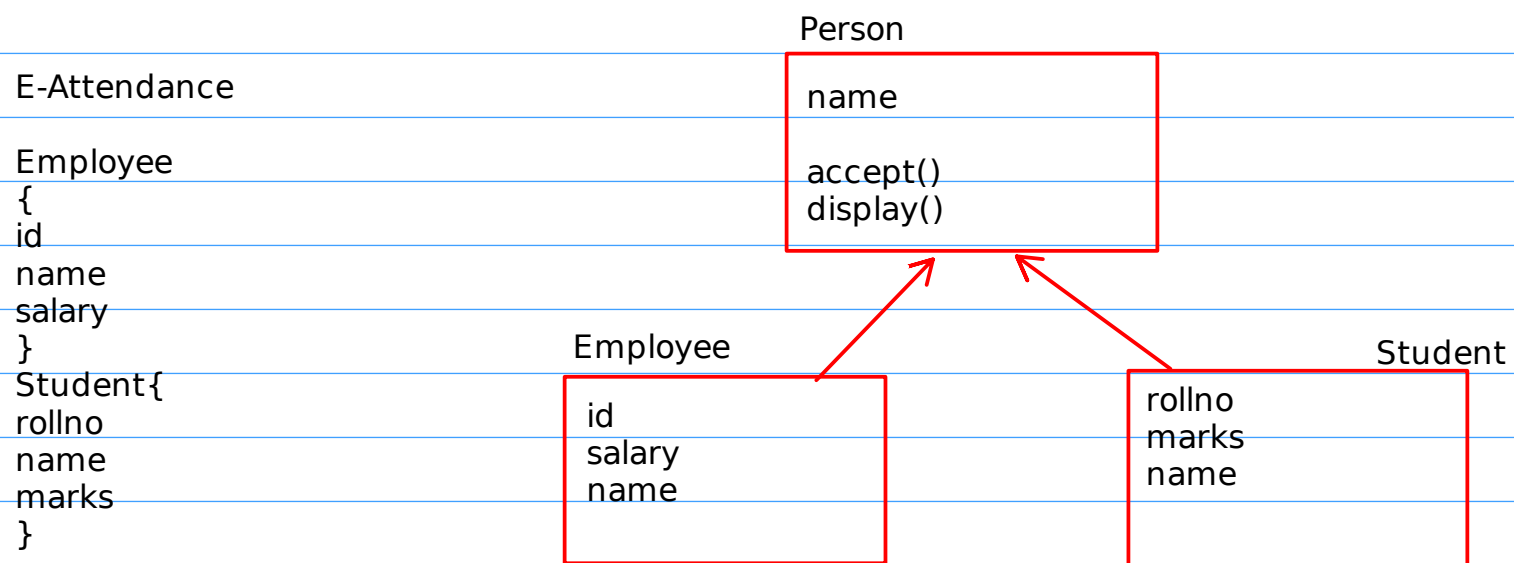


```
Base * bptr = new Derived;
bptr->f2();
```

```
*vptr -> Vtable (Derived)
```

```
Base *bptr = new Base();
bptr->f2();
```

```
*vptr -> vtable (Base)
```



demo12

