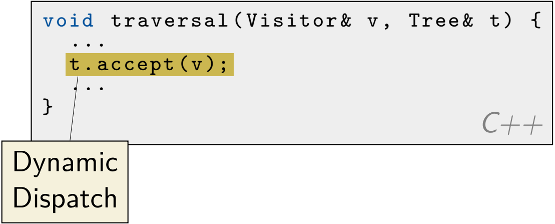
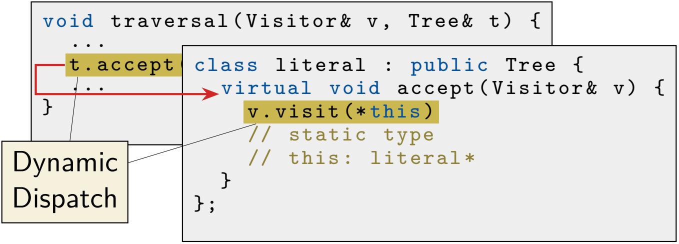


```cpp
void traversal(Visitor& v, Tree& t) {
  ...
  t.accept(v);
  ...
}
```

C++

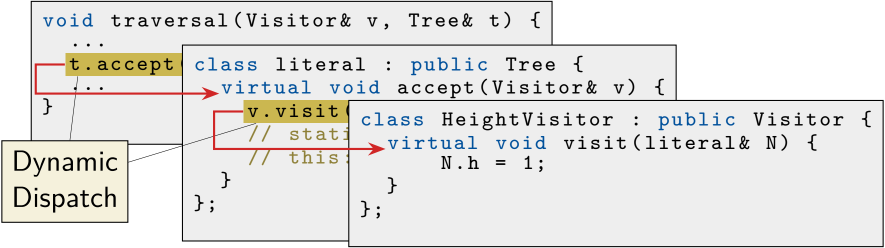
Dynamic Dispatch



```
void traversal(Visitor& v, Tree& t) {
  ...
  t.accept(
  ...
}
```

```
class literal : public Tree {
  virtual void accept(Visitor& v) {
    v.visit(*this)
    // static type
    // this: literal*
  }
};
```

Dynamic Dispatch



```
void traversal(Visitor& v, Tree& t) {
  ...
  t.accept(
  ...
}
```

```
class literal : public Tree {
  virtual void accept(Visitor& v) {
    v.visit(
    // stati
    // this:
  }
};
```

```
class HeightVisitor : public Visitor {
  virtual void visit(literal& N) {
      N.h = 1;
  }
};
```