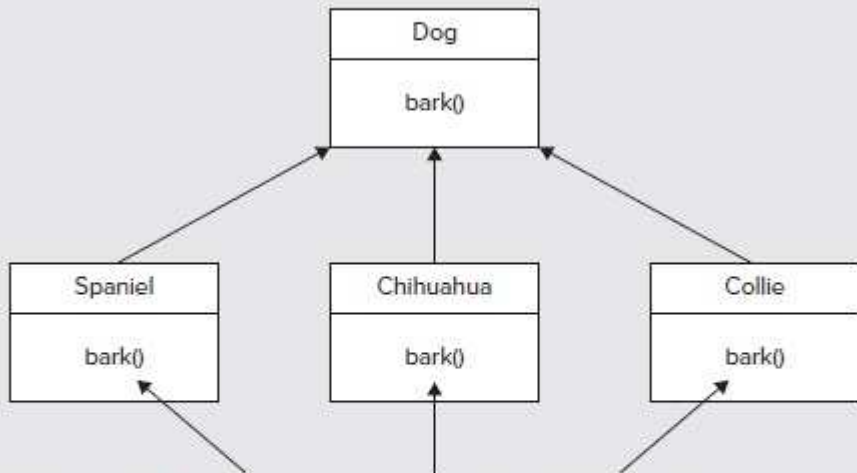


```
Dog aDog;           // Variable to hold any kind of Dog object
```



Calls any of these methods depending on the type of object reference by aDog .

`aDog.bark();`

The variable `aDog` can be used to refer to an object of type `Dog` or an object of any class derived from `Dog` .