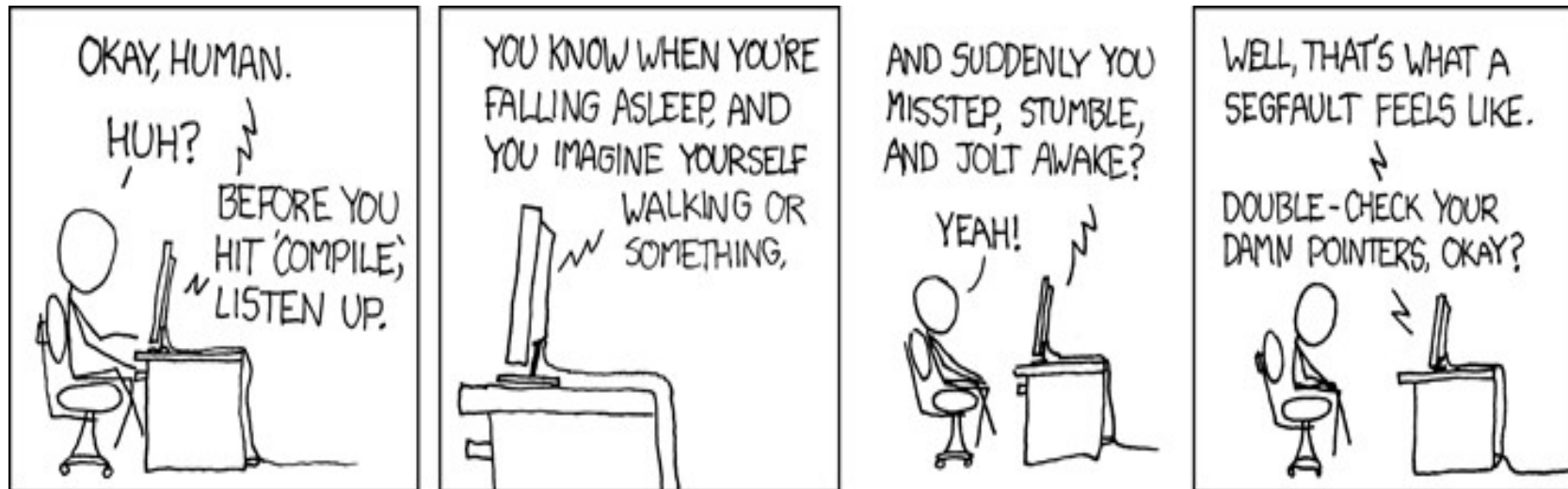


C++ Pointers (this->Part III)



(<https://xkcd.com/371/>)

Krishna Kumar

When a member function is called, how does C++ know which object it was called on?

```
class Simple {  
private:  
    int m_nid;  
public:  
    Simple(int nid) { //Ctor  
        set_id(nid);  
    }  
    void set_id(int nid) { m_nid = nid; }  
    int get_id() { return m_nid; }  
};
```

```
int main() {  
    Simple csimple(1);  
    csimple.set_id(2);  
    cout << csimple.get_id();  
}  
  
// How does a compiler know which object  
// called set_id(2) when it only passes one  
// input argument (int nid)?
```