

Legend

1.class inheritance

2.further class inheritance

3.indirect call to vTable entry

ClassName

functionName(parameters)

4.class

A0::Close(void)

5.legitimate vTable entry

X0::f_X0(int p);

6.illegitimate vTable entry

{A0}

7.legitimate inherited vTable

{A1}

8.illegitimate inherited vTable

nsCloneableInputStream {A3}

...

nsIPCSerializableInputStream {A2}

...

nsSeekableStream {A1}

A1::f_B1(int p1, float p2)

nsInputStream {A0}

A0::Close(void)

nsMultiplexInputStream {B0, A1, A2, A3}

A0::Close(void)

xpcAccessibleGeneric {X0}

X0::f_X0(int p);

(< than 10 classes inherited)