

## 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)