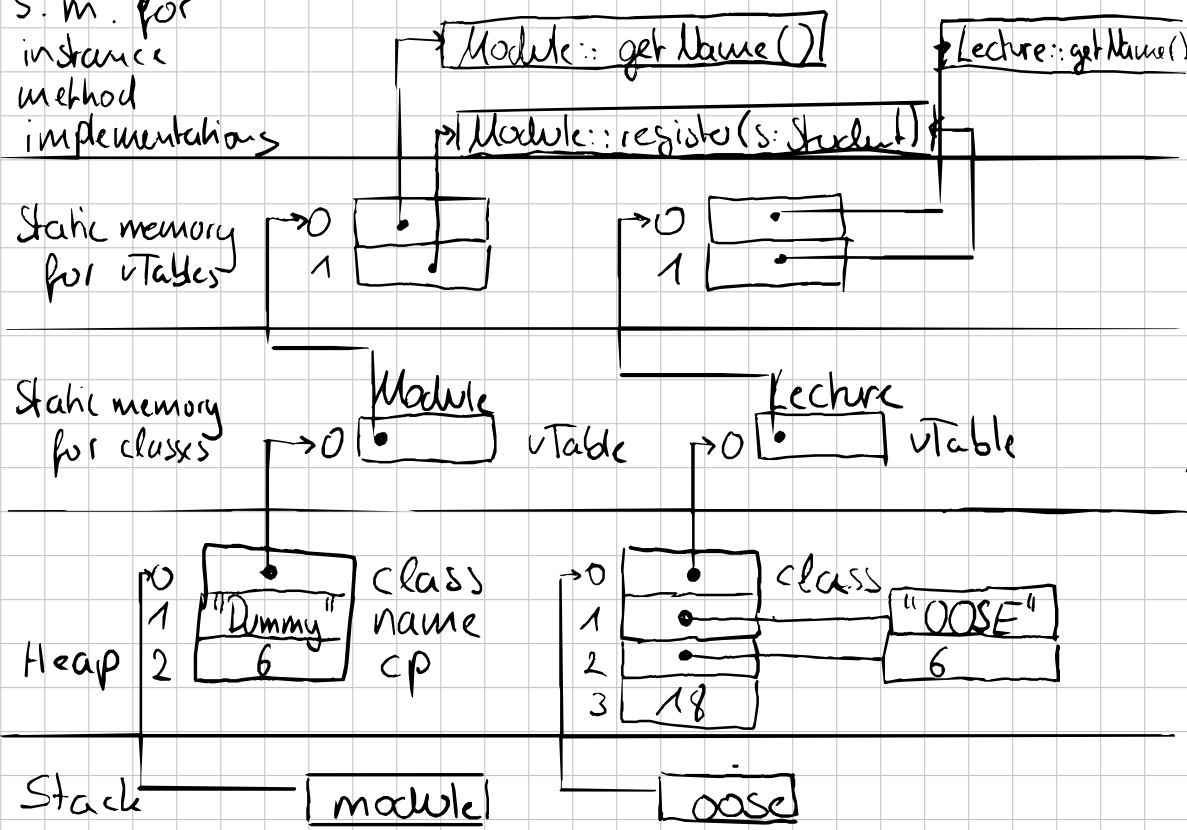
s.m. for class members

s.m. for instance method implementations



The variables "module" and "oose" are stored on the stack with pointers to their respective class instances which are stored on the heap. Since there are only non static

class properties, all of them are stored on the heap. The class method implementations on the other hand are stored on the static memory for class method implementations and can be accessed via pointers stored in the respective vTables.

The method getName is overriden by the Lecture class. This is achieved by repeacing the pointer in the vTable of the class Lecture, which would normally point to the implementation of the getName method of the Module class. Now the same entry in the vTable points to a different implementation of the getName method. Therefor the method getName of the Lecture class varies from the one of the Module class.