

Binding

LB

Compile Time Run Time

Static Binding Dynamic Binding

$$\frac{D_3 = D_1 + D_2}{J}$$

$$\frac{D_3 = D_1 \cdot op + C \cdot D_2 \cdot d_2}{J}$$

```
class Box
{
  int I,b,h;
public:
     void get()
     {
      cout<<"Enter I,b,h:";
      cin>>l>>b>>h;
     }
     void show()
     {
      // some code
     }
     void show(int x)
     {
      // some code
     }
};
```

Fn Overviding

int main()

Carton obj;

obj.set(); obj.show(); obj.show();

obj.get();

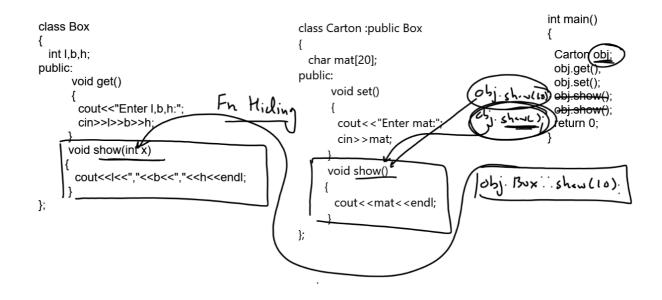
return 0;

}

```
class Box
                                                 class Carton :public Box
  int I,b,h;
                                                   char mat[20];
public:
                                                 public:
      void get()
                                                       void set()
       cout<<"Enter I,b,h:";
       cin>>l>>b>>h;
                                                        cout < < "Enter mat:";
                                                        cin>>mat;
     void show()
                                                       void show()
       cout<<l<","<<b<<","<<h<<endl;
                                                        cout<<mat<<endl;
};
                                                 };
```

```
class Father
{

public:
    void prop()
    {
    }
    void marriage()
    {
    }
}
```



< obj. name > . < bun> : 6 < > > ();