OOP(Function overriding + Virtual Function)

Function overriding: Writing of same Function in both (parent and bacha class).

```
cout << "I am child print"<<endl;</pre>
Bint main() {
      ChildClass childObj;
      ParentClass *parentPtr;
      parentPtr = &childObj;
       parentPtr->print();
       Parentclass parentObj;
```

Virtual Function

```
Whenever, you have scenario, where function using the child class address of the child class object),

where the pointer holds the virtual keyword.
```

if you dont use virtual keyword, the class function even if holds the child class.

Pure Virtual Function....

```
#include <string>
using namespace std;

Class Parentclass{

public:

virtual void print()=0{

cout << "I am parent print" <<endl;
};

Class Childclass: public Parentclass{
```

- ---->When we use virtual Function, the class will become Abstract class.
- ---->Use to satisfy the standards.

Abstract class: The class from which we can not make any instance / object.

Concrete class: From which we can create objects.

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