2. A member function of a class that is not implemented is called a **pure virtual function.**

4. In order to use dynamic binding, a member function of a class needs to be declared as a **virtual function.**

6. Dynamic binding takes place at **run time.**

8. A base class pointer needs a **type cast** to be assigned to a derived class pointer.

10. The *has-a* relation between classes is best implemented using the mechanism of class **composition.**

12. A collection of abstract classes defining an application in skeletal form is called an **application framework.**

14. To have a compiler check that a virtual member function in a subclass overrides a virtual member function in the superclass, you should use the keyword **override** after the function declaration.