C++
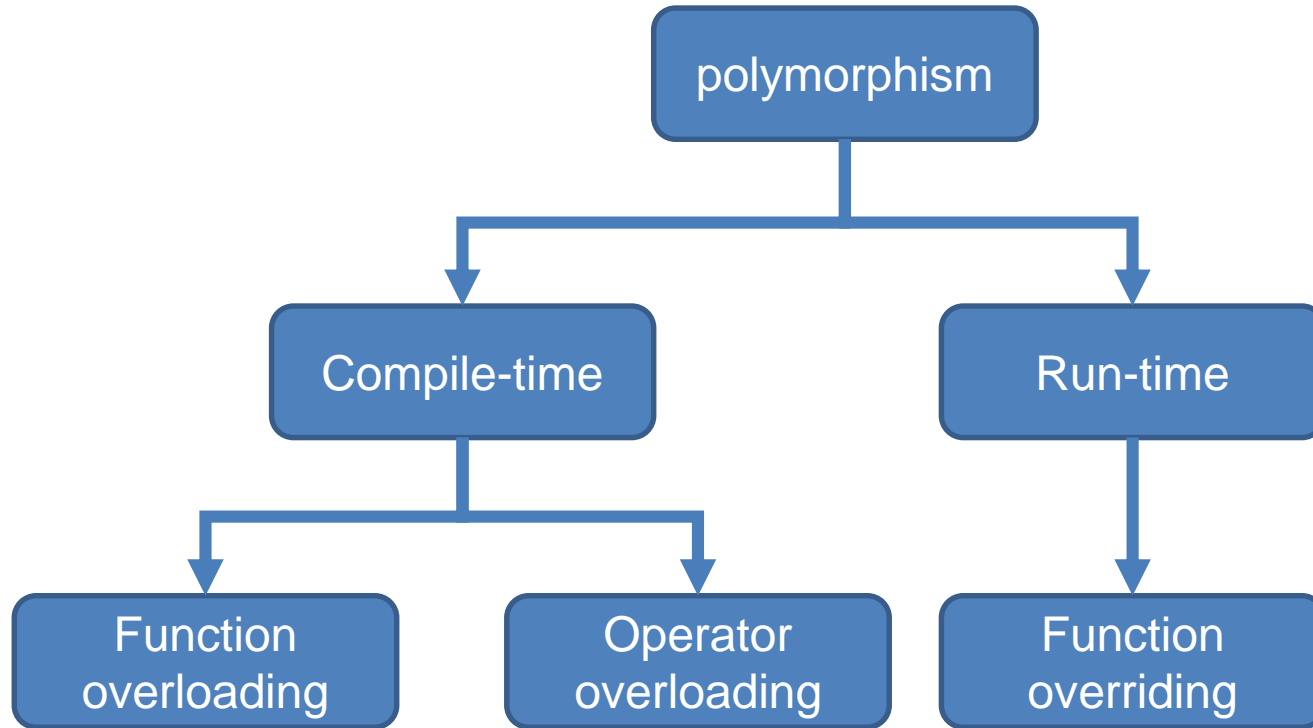
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Topics to be discussed

- Polymorphism
  - Polymorphism
  - Compile time binding
  - Run time binding
  - Virtual Functions
  - Virtual destructors

Polymorphism

- Polymorphism
  - Compile-time / static binding / early binding : before execution
  - Run-time / dynamic binding / late binding

Polymorphism

Compile time

- Binding will happen at compile time i.e., before executio of program

- Advantage: execution time is less

- Disadvantage: can't change the binding at run-time.

- Program with functions & pointers

Runtime

- Selection will be done at run time i.e., during execution of program

- Dynamic binding of method calls must have an inheritance hierarchy.

- Declare using virtual to bind the methods dynamically.

Virtual functions

- Declare the function using virtual keyword in the base class to override.

- program

Virtual destructors

- If used virtual for constructing the polymorphism then the derived objects must be destroyed in the correct order.

- Use virtual for destructor also.

- program

Q&A

Thank You