

```
7 class InterfaceA {
8 public:
9     InterfaceA(){}
10    virtual ~InterfaceA(){}
11    virtual void CallOperationAdd(void) = 0;
12 };
13
14 class InterfaceA_Helper: public InterfaceA {
15 public:
16     InterfaceA_Helper(){}
17     virtual InterfaceA_Helper(){}
18     virtual void CallOperationAdd_InterfaceA(void) = 0;
19     virtual void CallOperationAdd(void)final {return (CallOperationAdd_InterfaceA());}
20 };
```