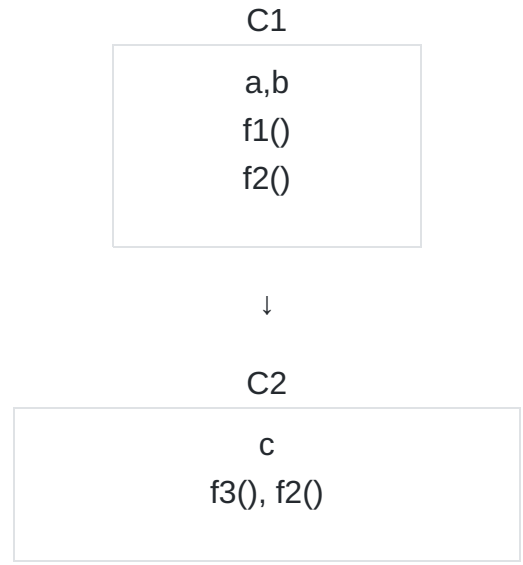
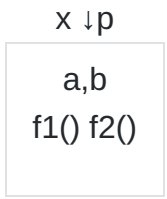
RTTI (Run time type Identification)




```
c1 x;
c2 y;
c1 *p;

p = &x;
p = &y;
```



x.a | p -> a
x.b | p -> b
x.f1() | p -> f1()
x.f2() | p -> f2()
y.a | p -> a
y.b | p -> b

```
int x;
double y;
int *p;
```

```
p = &x; // Valid
p = &y; // Not good practice because pointers are type specific. Here pointer p is int
```

Static Binding

Static binding means Function binding at the time of compilation

You can use the keyword `static` to make a function into a static function

If the pointer is of type base class and the object is of derived class then we can only access object members of base class

for the above example p -> f1() will give the f2 of c1 => static

Dynamic Binding

Virtual functions can be only used with Dynamic Binding

You can use the keyword `virtual` to make a function into a virutal function

for the above example p -> f1() will give the f2 of c2 => dynamic