Can we make a class constructor virtual in C++ to create polymorphic objects? No. C++ being static typed (the purpose of RTTI is different) language, it is meaningless to the C++ compiler to create an object polymorphically. The compiler must be aware of the class type to create the object. In other words, what type of object to be created is a compile time decision from C++ compiler perspective. If we make constructor virtual, compiler flags an error.

Declaring something virtual in C++ means that it can be overridden by a sub-class of the current class, however the constructor is called when the objected is created, at that time you can not be creating a sub-class of the class you must be creating the class so there would never be any need to declare a constructor virtual.