

~~fun overriding mean, when a subclass provides it own~~

~~fun overriding mean, when subclass writes its own version of fun that already exist in super class with same name, return type & parameters also..~~

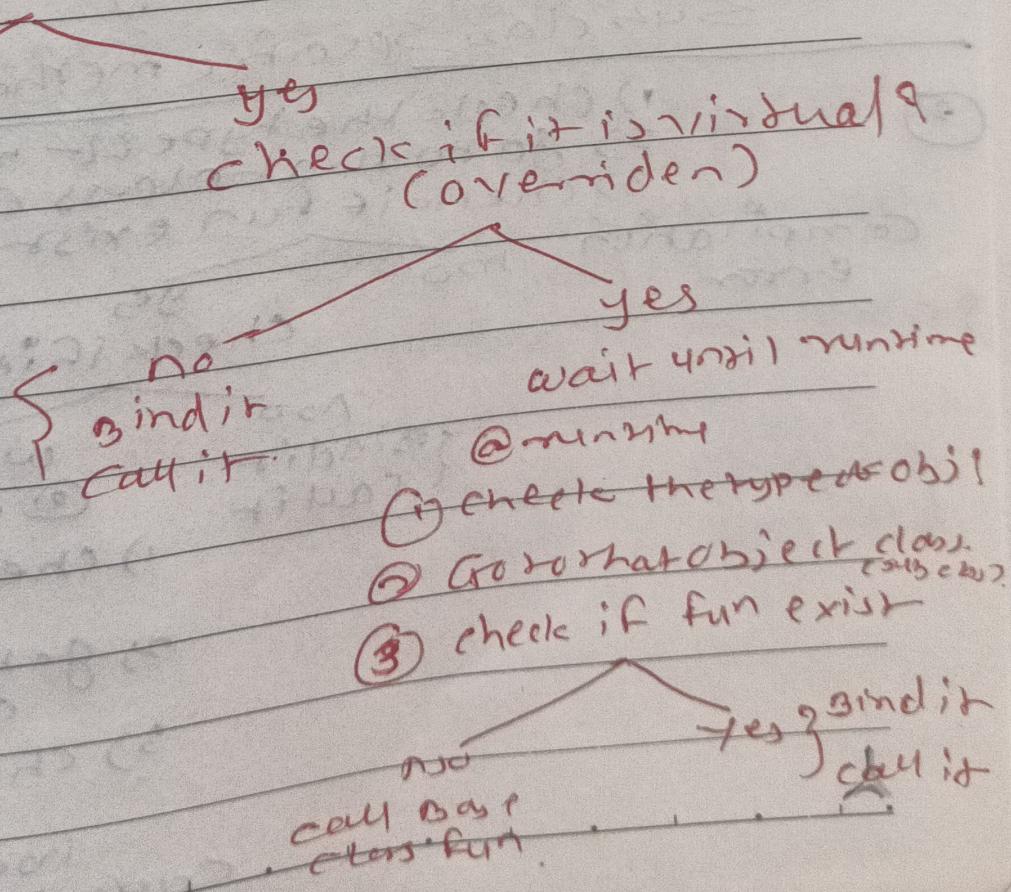
182

39

generic reference Algorithm (one more time to be tested) <sup>see</sup>

- ① 1) check the type of reference?
- 2) go to that class (super class)
- 3) check if fun exists?

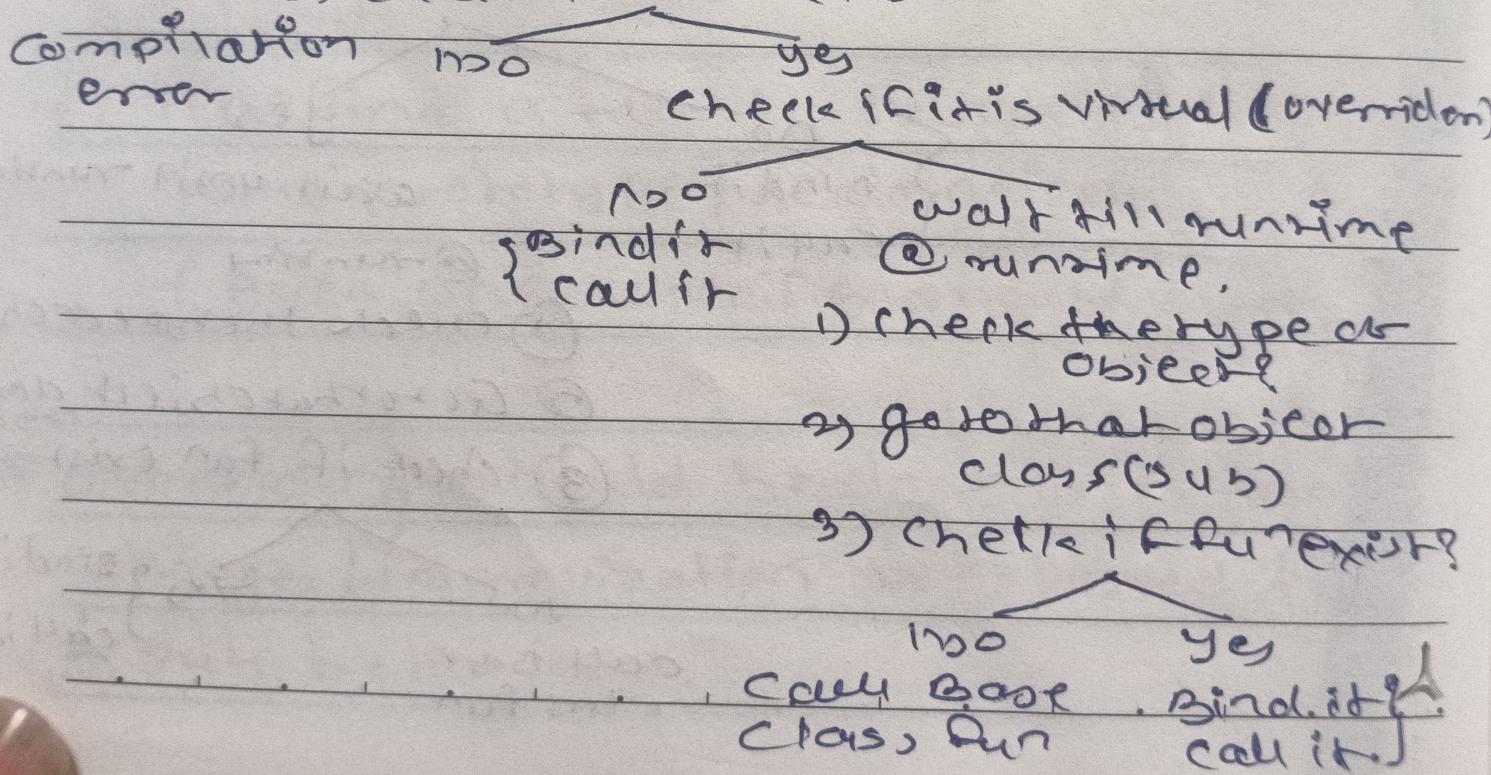
compilation error  
No

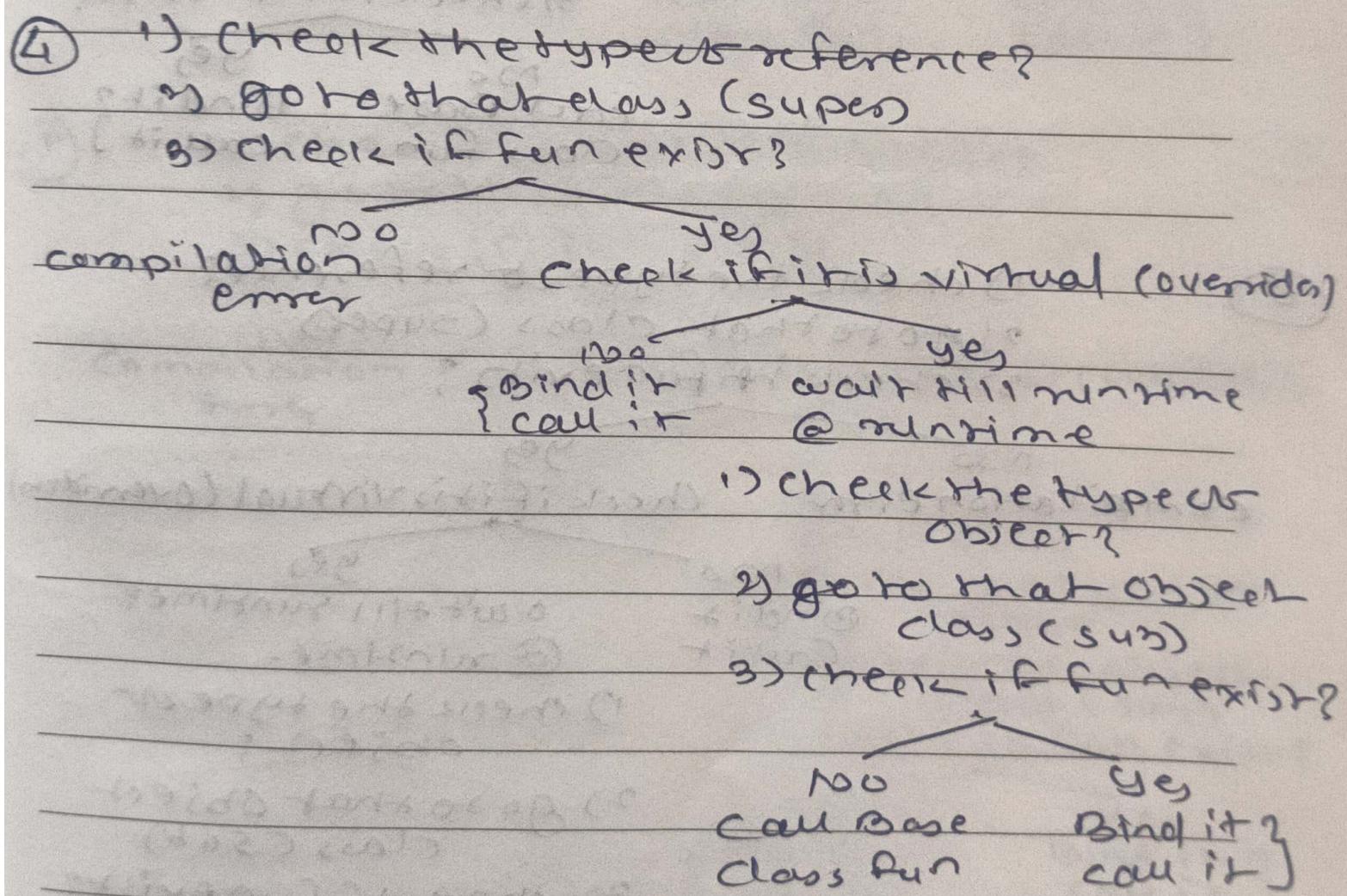
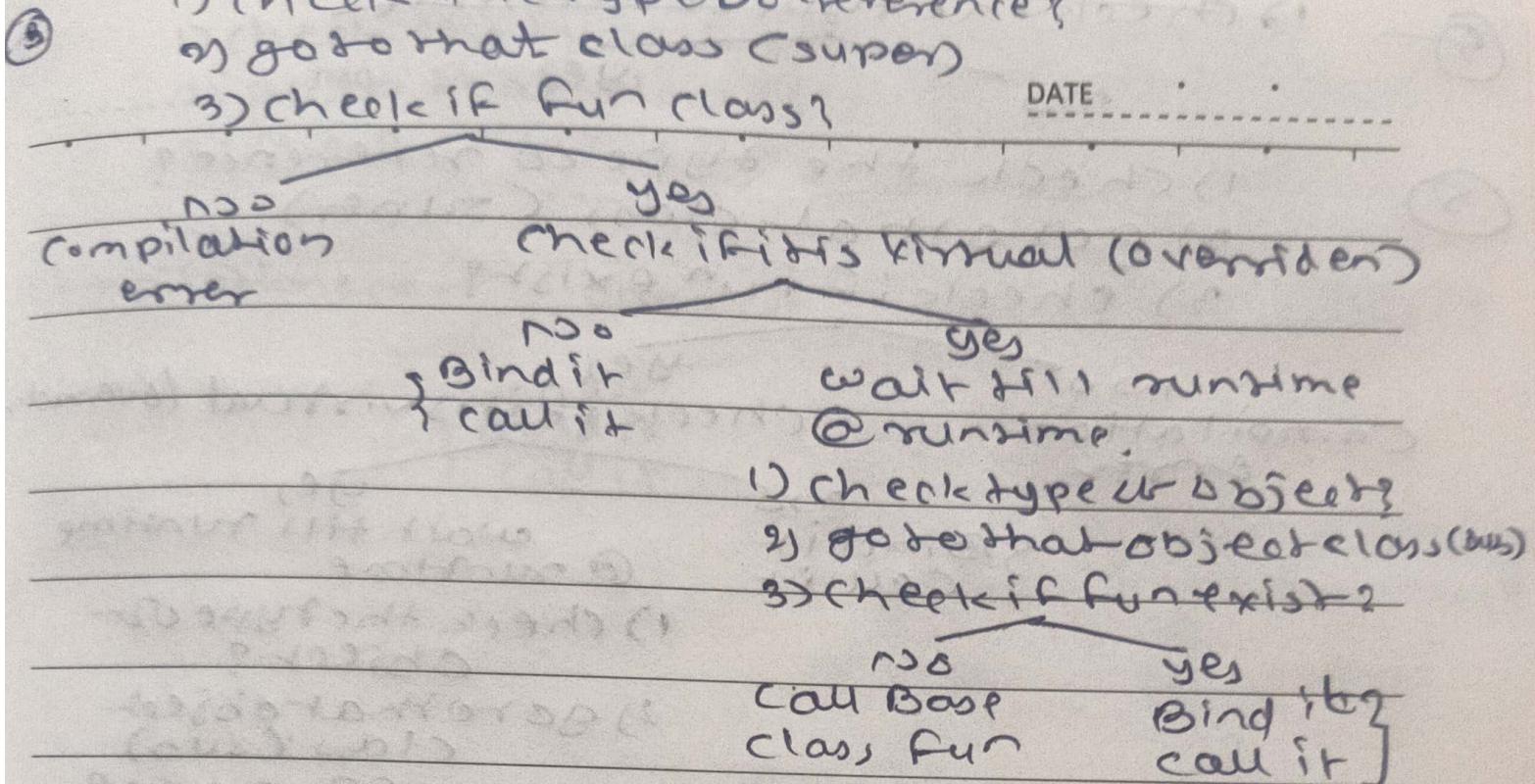


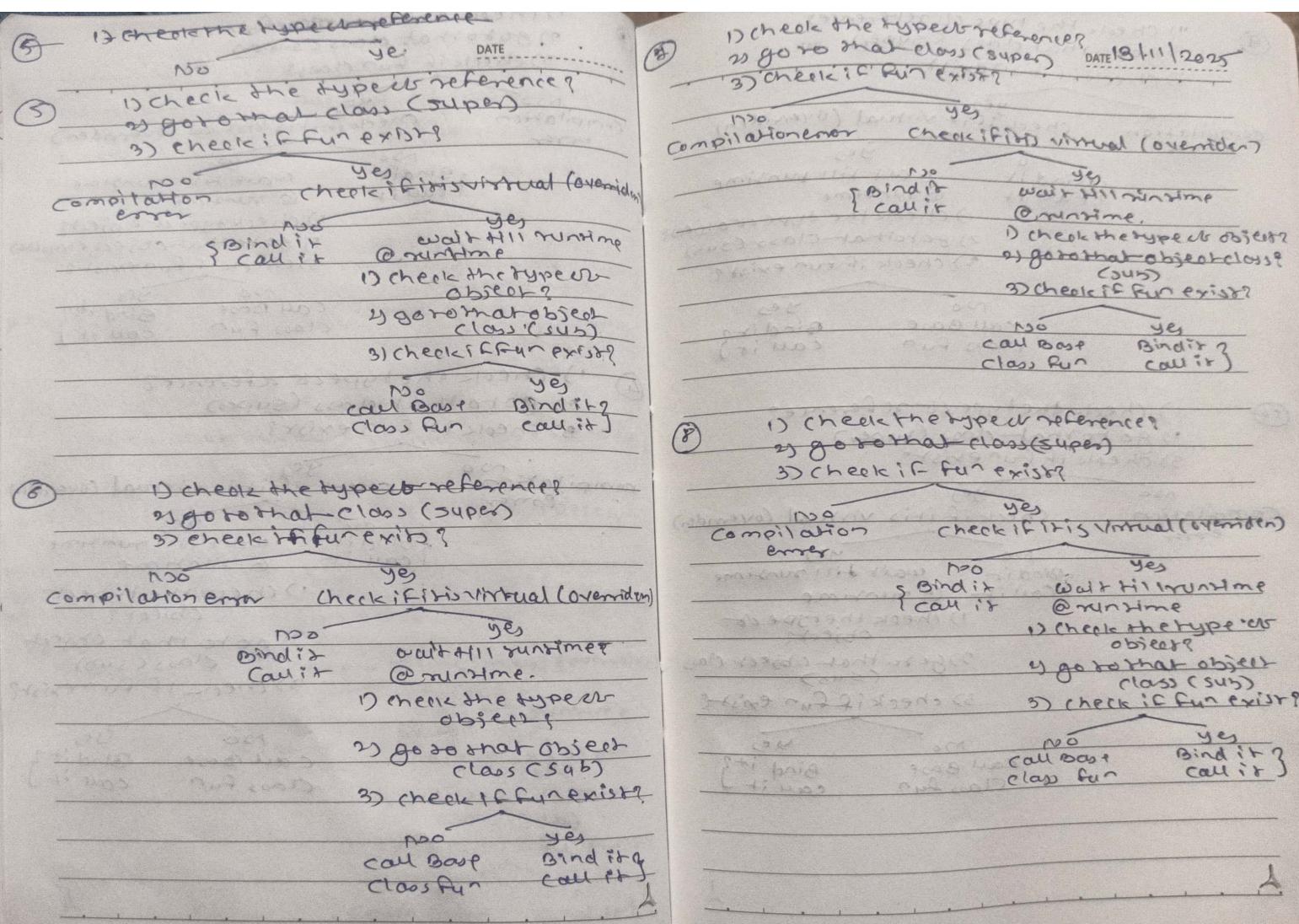
hierarchy.

- it is used when you need to access  
Sub class Specific methods.

- ②
- 1) check the type of reference?
  - 2) go to that class (super)
  - 3) check if fun exists







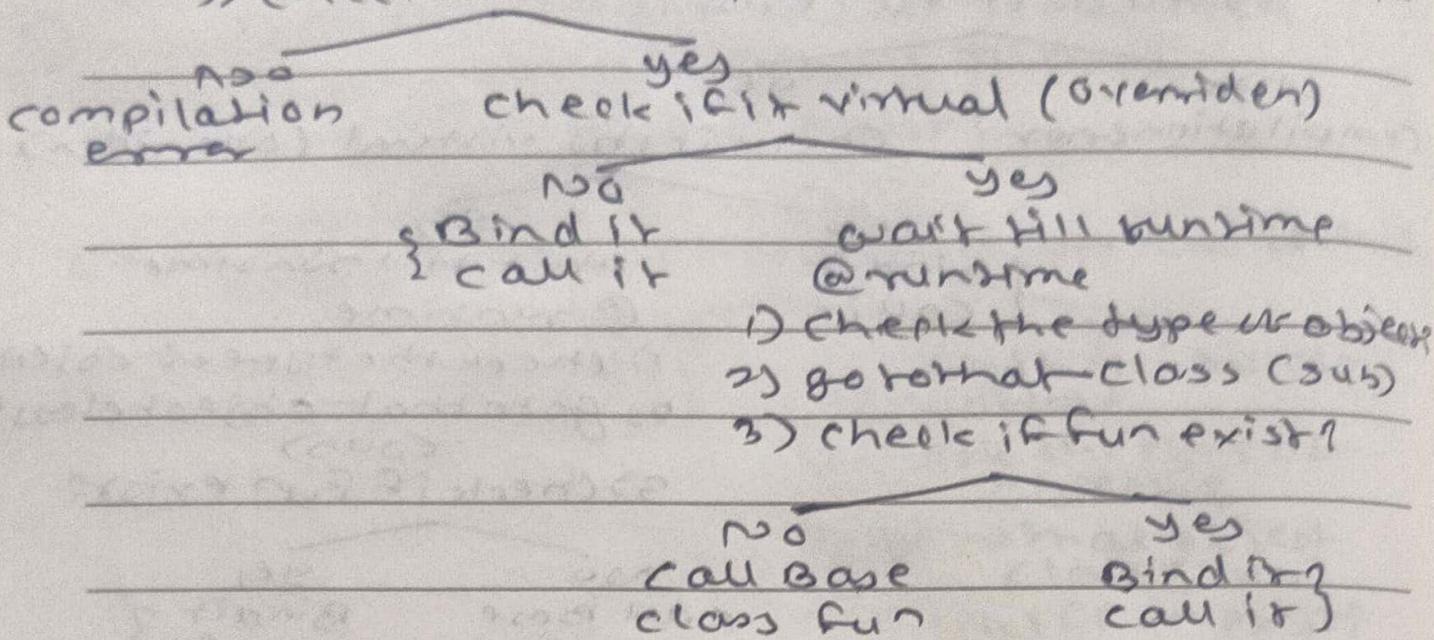
(9)

1) check the type of reference?

2) go to that class (super)

3) check if fun exist

DATE \_\_\_\_\_

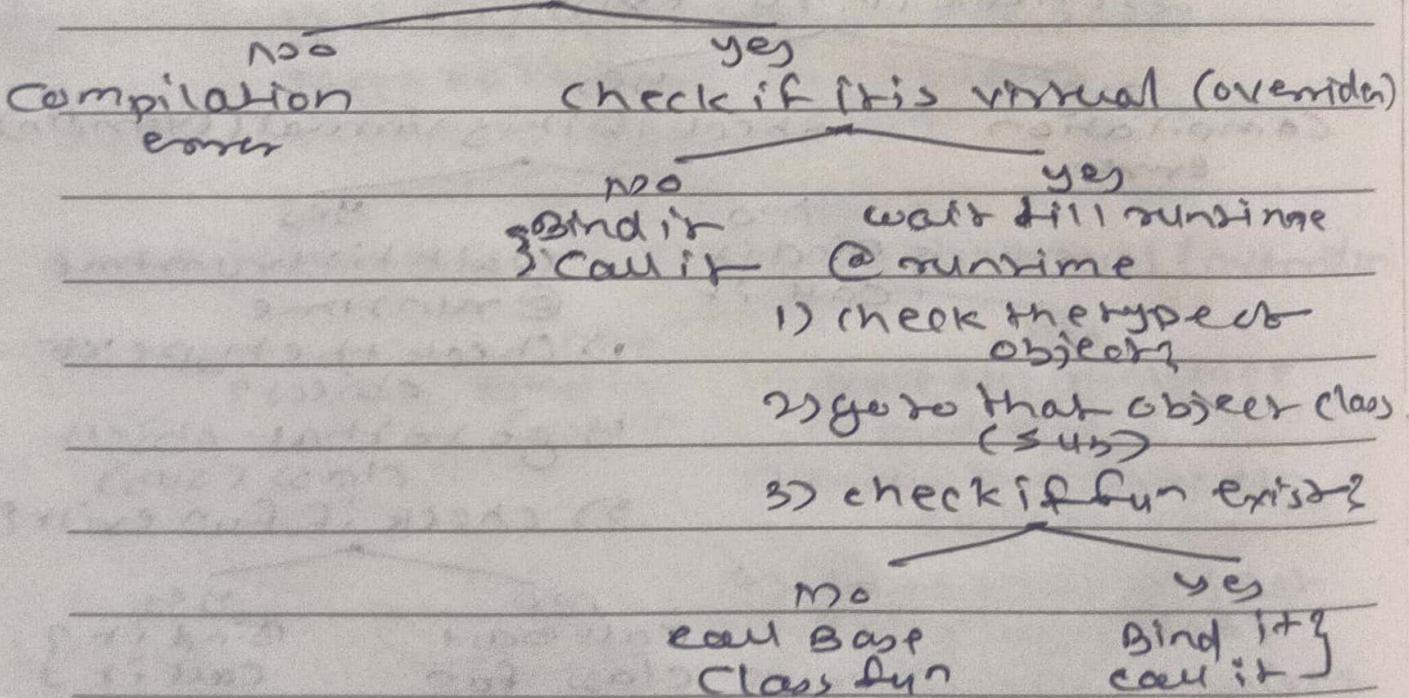


(10)

1) check the type of reference?

2) go to that class (super)

3) check if fun exist?



→ this algo. works on polymorphic fun.

Generic Reference Algorithm :- (For Polymorphism)

① check the type of reference?

a) Go to that class (super class)

b) check if fun exists?

compilation no

error

compilation no

error

check if it is virtual?  
(overriding)

no

yes

wait till run time

Bind it

@run time

no

yes

wait till run time

Bind it

@run time

no

yes

Bind it

@run time

no

(6)

- 1) check the type of reference?
- 2) go to that class (super)
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

no Bind it waiting runtime  
call it @ run time

- 1) check the type of object?
- 2) generate object exception
- 3) check if fun exist?

(7)

- 1) check the type of reference?
- 2) go to that class (super)
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

no Bind it waiting runtime  
call it @ run time

- 1) check the type of object?
- 2) generate object exception
- 3) check if fun exist?

compilation error

no Bind it waiting runtime  
call it @ run time

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- 2) generate object exception
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

(8)

- 1) check the type of reference?
- 2) go to that class (super)
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

no Bind it waiting runtime  
call it @ run time

- 1) check the type of object?
- 2) generate object exception
- 3) check if fun exist?

compilation error

no Bind it waiting runtime  
call it @ run time

(9)

- 1) check the type of reference?
- 2) go to that class (super)
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

no Bind it waiting runtime  
call it @ run time

- 1) check the type of object?
- 2) generate object exception
- 3) check if fun exist?

(10)

- 1) check the type of reference?
- 2) go to that class (super)
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

no Bind it waiting runtime  
call it @ run time

- 1) check the type of object?
- 2) generate object exception
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

(11)

- 1) check the type of reference?
- 2) go to that class (super)
- 3) check if fun exist?

compilation error check if it is virtual (overidden)

no Bind it waiting runtime  
call it @ run time

- 1) check the type of object?
- 2) generate object exception
- 3) check if fun exist?

compilation error

no Bind it waiting runtime  
call it @ run time