oops

<http://www.trytoprogram.com/cplusplus-programming/virtual-function/#:~:text=C%2B%2B%20virtual%20functions%20%3A%20Definition%20and,runtime%2C%20hence%20called%20runtime%20polymorphism>.

Compiler check the type of its caller ,and early bind the fun while overriding.

Parent pointer can hold address of all its childs/descedents.

While early binding,since address not allocated to childs class obj which is pointed by parent pointer.

Compiler check type of pointer not address so parent fun called.

In late binding use virtual keyword, where compiler decide binding by content of pointer not by watching type of its caller (here pointer)

Compiler check in the current class if fun name exist , if it exist then it wont go to check parent fun even if args are diff in current fun. Will say error if args different otherwise run that fun (Called hiding)

reference variable: int x=0;int & y=x; (x ka diff name)

virtual base class a={b,c} a have 2 childs b,c, now d inherits b anc c so commeon member of a will be given to d

which create ambiguity so, b c inherite a in virtual mode(like public,privete), and give only one copy to d;

if base\_class pointer is having derived cls address,then also it will show base member functions and variables,

if derived ptr have derived cls addr, it will show derived values

BUTT, if u use virtual in base