

- Exercise

Let's answer these questions to better understand virtual methods.

WE'LL COVER THE FOLLOWING ^

- Try it out

Try it out

When a **virtual** method is invoked through a pointer or a reference to an object, late binding occurs.

Answer the following questions.

- Which phenomena happens with early binding?
- What's the name of the phenomena?
- Why do we have early binding in C++?

In the next lesson, we'll learn about override and final.