

< 4장 - virtual 조별자 >

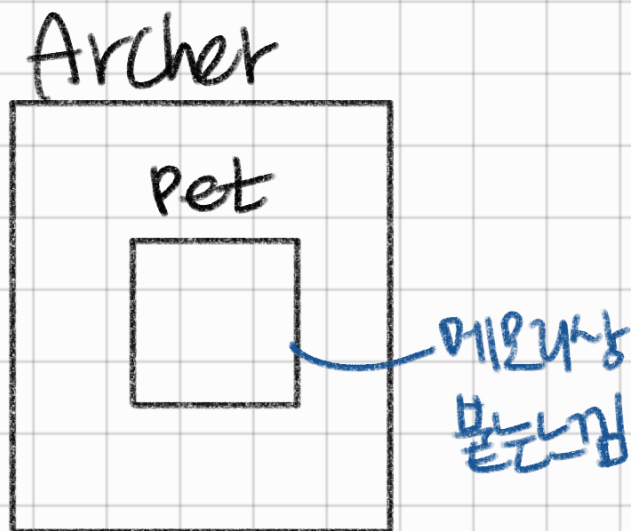
```

class Player
{
public:
    virtual ~Player() { }
};

class Pet
{
};

class Archer : public Player
{
public: Pet* _pet;
};
    
```

*을 안 붙이는 경우



Archer가 Pet에 대한 정보를 가지고 있음

Class Player ← 부모
Class Archer ← 자식

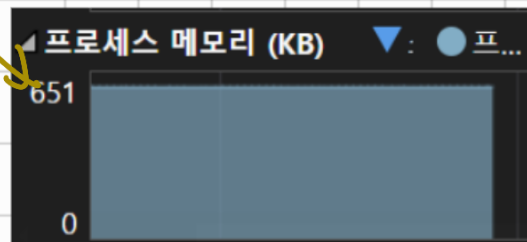
```

int main()
{
    Archer* archer = new Archer();
    delete archer;
}
    
```

이 때는 아무런 문제 X

Player()
Archer()
~Archer()
~Player()

반복하면

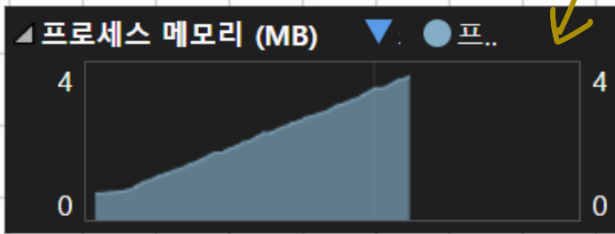


```
int main()
{
    Player* player = new Archer();
    delete player;
}
```

Player()
Archer()
↓ ~Player()

Archer(자식)의 소멸자가
호출되지 않음

반복하면



메모리 고갈...



virtual 함수 사용!

```
virtual ~Player()
{
    std::cout << "~Player()" << std::endl;
}
```