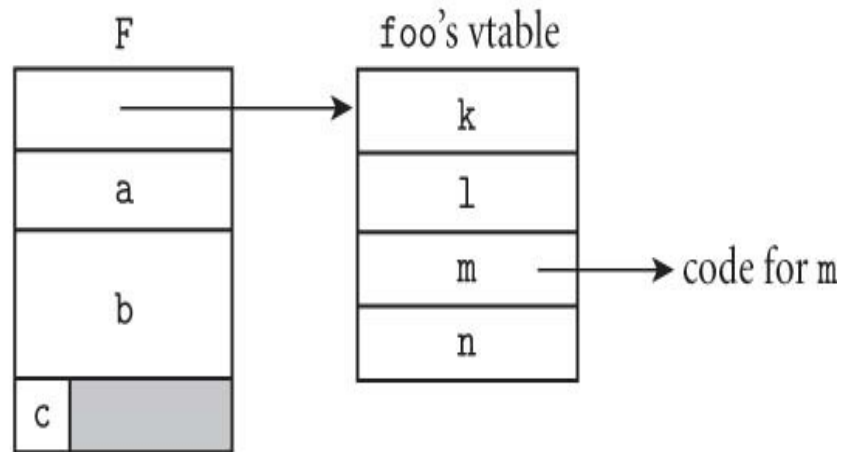


```

class foo {
    int a;
    double b;
    char c;
public:
    virtual void k( ...
    virtual int l( ...
    virtual void m();
    virtual double n( ...
    ...
} F;

```

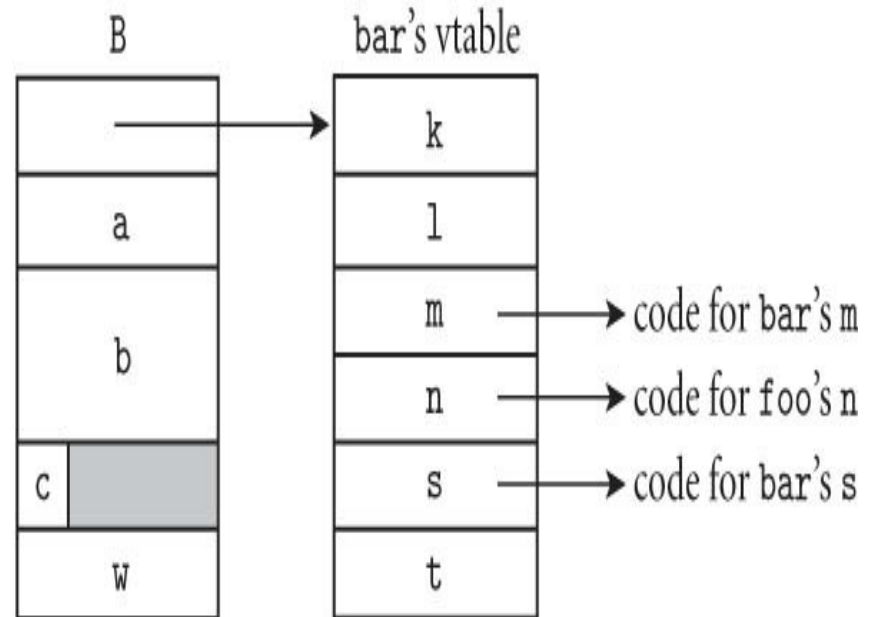


**FIGURE 8.1**

```

class bar : public foo {
    int w;
public:
    void m(); //override
    virtual double s( ...
    virtual char *t( ...
    ...
} B;

```



**FIGURE 8.2**