virt3.cpp

```cpp
#include <iostream>
using namespace std;

class musiker { public: virtual void setvol(int value); };

class trompeter : public musiker { public : void setvol(long value); };

void musiker::setvol(int value){ cout<<"Musiker: "<<value<<endl; }

void trompeter::setvol(long value){ cout<<"Trompeter: "<<value<<endl; }

void main(){
        musiker *pm=new trompeter;
        trompeter *pt=(trompeter *)pm;   // expliziter cast

        pm->setvol(5);                    // Musiker: 5 , fruehe Bindung !
        pt->setvol(10L);                  // Trompeter: 10

        delete pm; pm=0;
        cin.get();
}
```