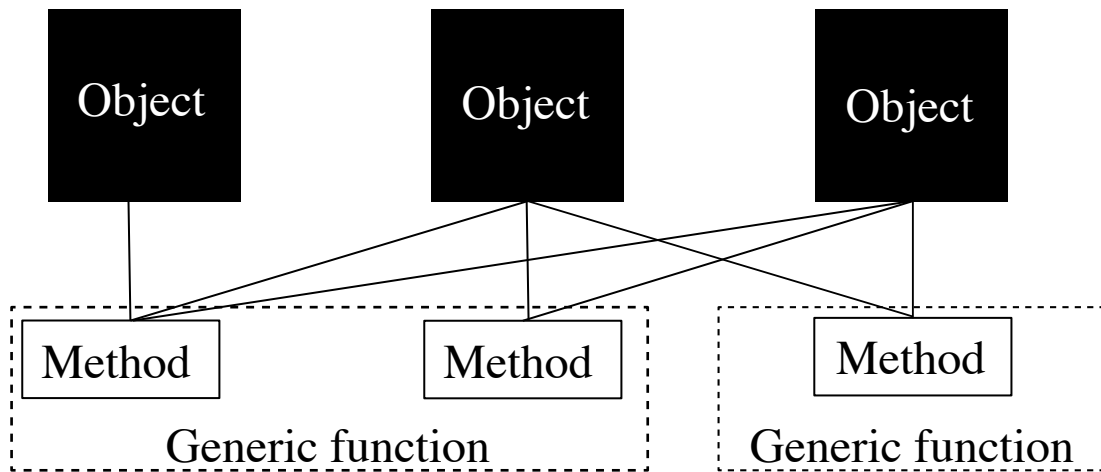


object-oriented dynamic dispatch



multiple dispatch