

3) Virtual function

```
#include <iostream>
using namespace std;
class Base
{
public:
    virtual void display()
    {
        cout << "Display from base class";
    }
};
class Derived : public Base
{
public:
    void display()
    {
        cout << "Display from derived class:";
    }
};
int main()
{
    Base *ptr;
    Derived obj;
    ptr = &obj;
    ptr->display();
    return 0;
}
```