Read [this](http://www.newty.de/fpt/fpt.html#defi) for detail :

// 1 define a function pointer and initialize to NULL

int (TMyClass::\*pt2ConstMember)(float, char, char) const = NULL;

// C++

class TMyClass

{

public:

int DoIt(float a, char b, char c){ cout << "TMyClass::DoIt"<< endl; return a+b+c;};

int DoMore(float a, char b, char c) const

{ cout << "TMyClass::DoMore" << endl; return a-b+c; };

/\* more of TMyClass \*/

};

pt2ConstMember = &TMyClass::DoIt; // note: <pt2Member> may also legally point to &DoMore

// Calling Function using Function Pointer

(\*this.\*pt2ConstMember)(12, 'a', 'b');