

Task 1

- 7. Every object called its own function
- 12. Virtual means that the correct function is called for an object.
- 13. Without virtual methods for each pointer the same method was called- that's because static binding, method is chosen during compile time based on type of pointer
With virtual methods for each pointer different function is called, this mechanism operates during runtime and determines type of object with which pointer is associated
- 14. Early binding takes place during compile time, dynamic binding during runtime.
In this situation we have dynamic binding.
- 17. It is better to inherit more classes because they are more unique
- 18. There is no access to the method.
- 19. There is no access to the method of this class and those that inherit.
- 20. Pointer to Bird can no longer be associated with object of Cuckoo or Rooster
- 23. There is no such need because method sing was kept.

Task 2

- 2. Both methods are displayed and it is performed during compile time.
- 5. The type won't match and values won't be added and displayed.