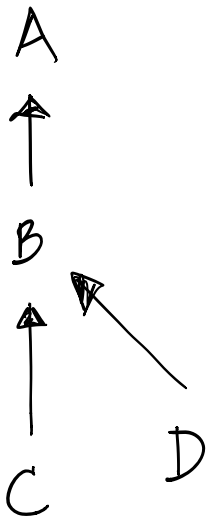
# Inheritance

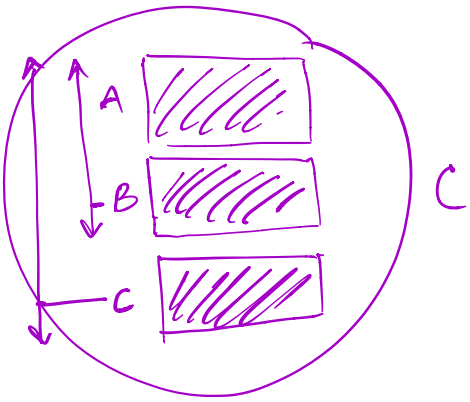


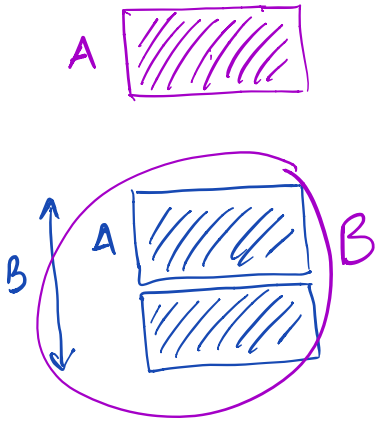

✓ A a;

✓ B* b = new B;

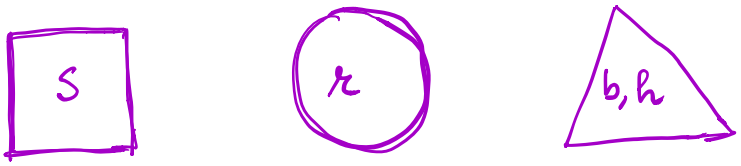
✓ B* b = new D;

✗ D* d = new A;



# Shapes




position

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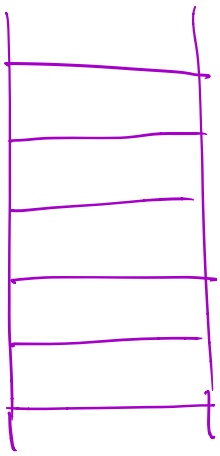
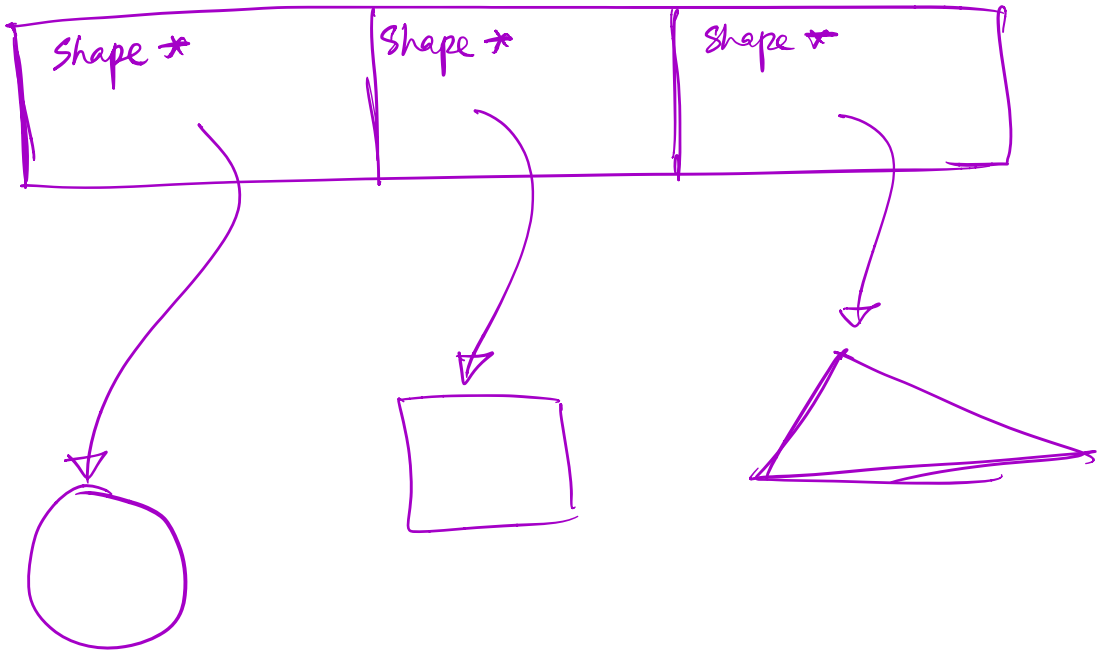
Arrays store objects of the same type in a contiguous memory.



```
int arr[5];

arr[2];

*(arr + 2)
```

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Shape shapes[3];

$\neq$

Shape * shapes[3];

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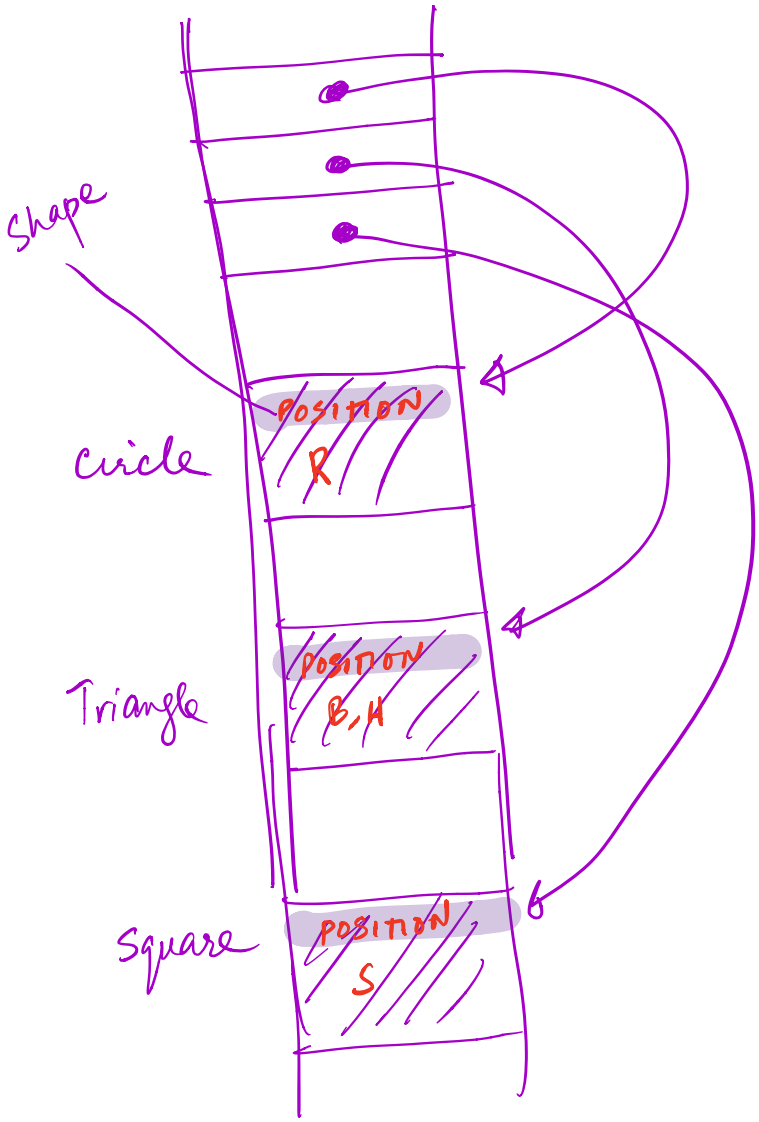
Shape
Circle
POSITION
R
Triangle
POSITION
B, H
Square
POSITION
S