stack

heap

*bptr

200

Base

300

Downcasting

upcasting

new Derived

void f1();

void f2(); Object Slicing

*dptr

200

Derived

400

200

*bptr

200

Base

300

upcasting

new Derived

void f1(){
Base
}

void f1(){
Derived
}

void f2(){
Derived
}

200

Shape

acceptData()

calculateArea()

is-a

is-a

Circle

radius

Rectangle

length

breadth