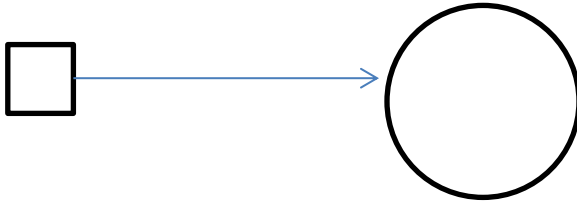


## Polymorphism: Base-Class Pointer and Derived-Class Objects (Code Example: payv.cpp)

### Scenario #1

a base-class pointer

a base-class/derived class object



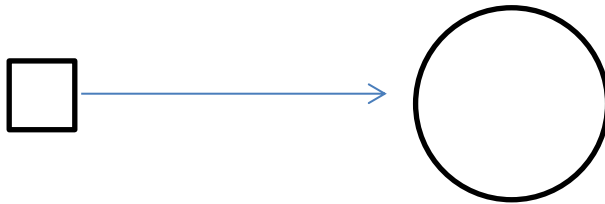
**- the type of the C++ object: Manager**

```
Employee* e1;  
e1 = &b;  
e1->pay(); // pay() from the Manager class is invoked
```

### Scenario #2

a base-class pointer

a base-class/derived class object



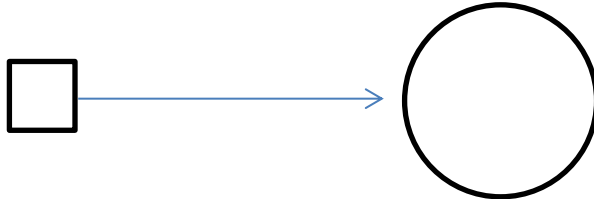
**- the type of the C++ object: Staff**

```
Employee* e1;  
e1 = &s;  
e1->pay(); // pay() from the Staff class is invoked
```

### Scenario #3

a base-class pointer

a base-class/derived class object



**- the type of the C++ object: Employee**

```
Employee* e1;  
e1 = &emp;  
e1->pay(); // pay() from the Employee class is invoked
```