

## Function Overriding

- Redefining a function of base class in derived class
- Function overriding is used for achieving runtime polymorphism
- Prototype of a overrides function must be exactly same as base class function

```
class Base
{
public:
    void fun()
    {
        cout<<"fun of Base"<<endl;
    }
};

class Derived: public Base
{
public:
    void fun()
    {
        cout<<"fun of Derived"<<endl;
    }
};

int main()
{
    Derived d;
    d.fun( );
}
```