

## - Exercise

Let's answer these questions to better understand virtual methods.

WE'LL COVER THE FOLLOWING ^

- Try it out

### Try it out #

When a **virtual** method is invoked through a pointer or a reference to an object, late binding occurs.

Answer the following questions.

- Which phenomena happens with early binding?
- What's the name of the phenomena?
- Why do we have early binding in C++?

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In the next lesson, we'll learn about override and final.