

Polymorphism in Action

- Point the pointer to a Point object to a Circle
 object
 - o Is this possible?
 - o Why?

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• Invoke the print member function using this pointer

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• What is the output?



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Virtual Functions

```
Point *pPoint;
```

Circle c(120, 89, 2.7);

```
pPoint = &c;
```

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```
pPoint->print( );
```

• Which print function is going to be called when executing the last statement above?

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Virtual Functions

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- In the previous example, the print function in the base class is called rather than the print function in the derived class
- The data type of the *pointer* determined which class's functionality to invoke
- With virtual functions, the type of the *object* being pointed to, not the type of the pointer determines which function to call

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The How of Virtual Functions

- Declare the function in the base class as virtual
- Now, when you write a function with the same name in the derived class, the new function will override the base class function
- Thus, function in the object being pointed to will be called, and not the function in the pointer

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