

# Member Function Pointers Exercises

# Calling a Member Function Pointer

- Define a class with a public member function
- Write a program which calls the member function through a pointer to the member function

# Callable Objects

- Modify your program so that it converts the member function pointer to a callable object

# Member Function Pointer and bind()

- Rewrite the `std::bind()` example from the last video to use a bound member function pointer