

# Virtual Functions Exercises

# Member Function Call

- Explain what is meant by static and dynamic binding when calling a member function on an object of a class

# Dynamic Binding Requirements

- Which two conditions must apply for dynamic binding to occur?

# Virtual Member Function Call

- What is a virtual member function?
- What happens when a virtual function is called through a pointer or reference to the base class?

# Function Call Argument

- Explain how virtual functions allow us to pass objects from a class hierarchy to a function which calls a member function
- Write a program which calls such a function

# Extending the Hierarchy

- Extend the hierarchy from the previous exercise by adding a new derived class
- Call the function with an object of this class
- Explain your results