Object-Oriented Programming
vtable

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every class has a vtable

every object contains a pointer to its own vtable

The flow of the virtual function call `baseClassPtr->printShapeName();` is illustrated by the bold arrows above.

1. pass &circle to baseClassPtr
2. get to Circle object
3. get to Circle vtable
4. get to printShapeName pointer in vtable
5. execute printShapeName for Circle