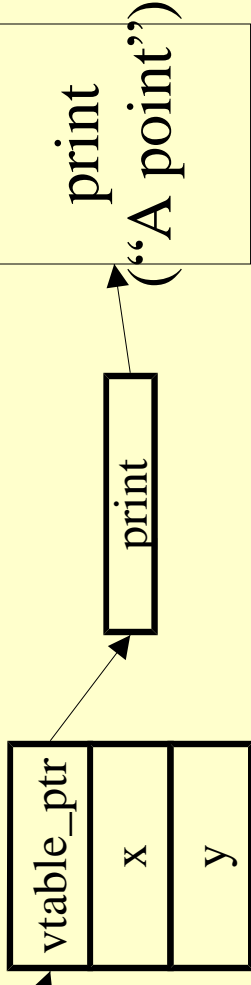


## A concrete example (in C++ syntax)

- ```
class PrintableThing {  
    public: virtual print() { print("What am I?"); }  
}
```
- ```
class Point: public PrintableThing {  
    private: int x, y;  
    public: print() { print("A Point"); }  
}
```
- ```
class Rectangle: public PrintableThing {  
    private: int top, left, bottom, right;  
    public: print() { print("A Rectangle"); }  
}
```

# What do these objects look like in memory?

```
PrintableThing *t = new  
Point;
```



```
PrintableThing *u = new  
PrintableThing;
```

