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;