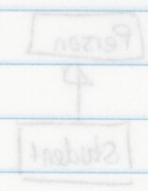


```
Point2D p1(3,4);
Point3D p2(1,2,3);
cout << p1;
```

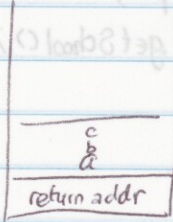
↓
converted to Point3D
↓
fed to operator <<



//INLINE

```
int f(int x, int y) {
    return (x+y);
}
```

STACK



return address

```
int a = y(2,6,7);
int y(int a, int b, int c) {
    return (a+b+c);
}
```

^ function: reduce overhead for calling stack

```
inline int f(int x, int y) {
    return (x+y);
}
```

- // for very small function
- // not a good idea if body of function is large
- // will bloat the size of program