

```

class B {
public:
    void f1() { f2(); }
    virtual void f2() {}
}; pure virtual void f4() = 0;

```

```

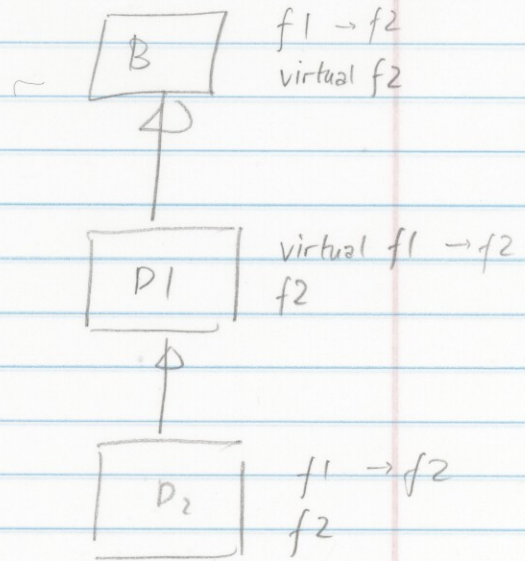
class D1 : public B {
public:
    virtual void f1() { f2(); }
    void f2() {}
}; void f3() {}

```

```

class D2 : public D1 {
public:
    void f1() { f2(); }
    void f2() {}
};

```



```

B* b|b1 = new B;
b|b1 -> f1(); // B's f1() => B's f2()
b|b1 -> f2();

```

f1 NO V.T.
f2 V.T.

```

B* b2d1 b2d1 = new D1;
b2d1 -> f1(); // B's f1() => D1's f2()
b2d1 -> f2();

```

error

f1 V.T.
f2 V.T.

```

D1* d|d2 = new D2;
d|d2 -> f1(); // D2's f1() => D2's f2()
d|d2 -> f2();

```

f1 NO V.T.
f2 V.T.

```

B* b3d2 = new D2;
b3d2 -> f1(); // B's f1() => D2's f2()
b3d2 -> f2();

```