

(no c/d)

```

01 class IObject
02 {
03     public:
04         virtual bool
05         eq( const IObject& obj ) const = 0;
06         ...
07 };
08
09 bool operator==( const IObject& lhs,
10                  const IObject& rhs ) {
11     return lhs.eq(rhs); ②
12 }
13
14 class Integer : public IObject
15 {
16     public:
17         Integer( int data ) { m_i = i }
18
19         bool eq( const IObject& obj ) const {
20             const Integer* int_p
21             = dynamic_cast<const Integer*>(&obj);
22             if ( int_p == nullptr )
23                 return false;
24             else
25                 return ( m_i == int_p->m_i );
26         }
27         ...
28     private:
29         int m_i;
30 };
31
32 int main( void )
33 {
34     Integer a(2);
35     Integer b(3);
36     bool c = ( a == b );
37     return 0;
38 }

```

dynamic dispatch

