

```

1  class Base {
2      public:
3          void f1() {
4              cout << "Base::f1() is called" << endl;
5          }
6          virtual void f2() {
7              f1();
8          }
9      };
10
11  class Derived : public Base {
12      public:
13          void f1() {
14              cout << "Derived::f1() is called" << endl;
15          }
16          virtual void f2() {
17              f1();
18          }
19      };
20
21
22  int main() {
23      Derived obj;
24      Base& ref = obj;
25      ref.f2();
26  }

```

result: Derived::f1() is called