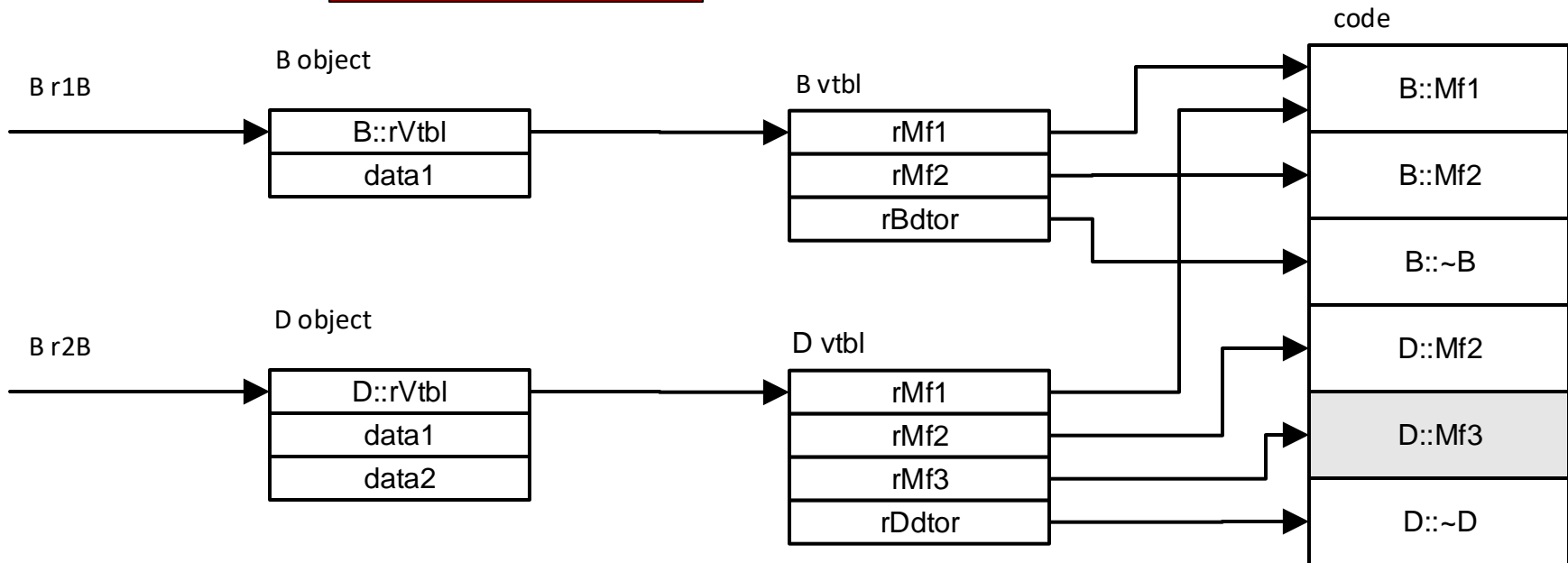


# C# Inheritance - Overriding inherited virtual functions

```
Public Class B {  
    public virtual void Mf1();  
    public virtual void Mf2();  
    ~B();  
    private T data1;  
};
```

```
Public Class D : B {  
    public override void Mf2();  
    public override void Mf3();  
    ~D();  
    private T data2;  
};
```



can't call D.Mf3 through base class reference rPtr2  
since it is not part of the base class interface