

# late binding

:-)

# Late Binding

```
public class L {  
    // L(): default constructor  
    public L() {  
    }  
  
    // f(): facilitator  
    public void f() {  
        System.out.println("Using L's f()");  
        g();  
    }  
  
    // g(): facilitator  
    public void g() {  
        System.out.println("using L's g()");  
    }  
}
```

```
public class M extends L {  
    // M(): default constructor  
    public M() {  
        // no body needed  
    }  
  
    // g(): facilitator  
    public void g() {  
        System.out.println("Using M's g()");  
    }  
  
    // main(): application entry point  
    public static void main(String[] args) {  
        L l = new L();  
        M m = new M();  
        l.f();  
        m.f();  
        return;  
    }  
}
```

```
public class M extends L {  
    // M(): default constructor  
    public M() {  
        // no body needed  
    }  
  
    // g(): facilitator  
    public void g() {  
        System.out.println("Using M's g()");  
    }  
  
    // main(): application entry point  
    public static void main(String[] args) {  
        L l = new L();  
        M m = new M();  
        l.f();  
        m.f();  
        return;  
    }  
}
```

## Output

```
Using L's f()  
using L's g()  
Using L's f()  
Using M's g()
```

