

References and Inheritance Exercises

- What is meant by a reference to a variable?
- Is there anything unusual about references and derived class instances?
- Does this also apply to pointers?

- What is meant by the terms "static type" and "dynamic type"? Give an example of each
- Give the static and dynamic types of the following variables

`int x{5};`

`int& x{5};`

`Circle circle;`

`Circle& circle2 = circle;`

`Drawable& drawable = circle;`

- Is it possible to create a reference to a derived type and bind it to a base class instance? If not, why not?

- Give an example where the difference between static and dynamic typing is useful