Name mangling (detail)

foo(int)   _Z3fooi   i = int
foo(int,int)  _Z3fooii
foo(char, float)  _Z3foocf   c = char  f = float
foo(int *)  _Z3foopi   p = "pointer to"
foo(int (*(char *, float) *) *)  _Z3foopiEiEiEiF   F = fun  E = end mark

A::foo(int)   _ZN1A3fooEi
A::foo(int) const   _ZNK1A3fooEi
A::foo(int)  _ZN1A3fooEP1A

A::A(int)   _ZN1A1C1Ei
new   _Znw;
PL

sequence

fun ptrs

C++

fun ptrs

virtual func table (vtbl)

data

to call virtual methods

follow this ptr to object

read entry at beginning of object (ptr to vtable)

decor that ptr to vtable

read entry from vtable (offset 0 = 1st declared func

y = 2nd

; )