Inheritance :

#include <iostream>

using namespace std;

class Animal

{

public:

Animal()

{

cout << "I'm in Animal " << endl;

}

~Animal()

{

cout << "End of Animal " << endl;

}

void speak()

{

cout << "Animal speaks" << endl;

}

};

class Dog : public Animal

{

public:

Dog()

{

cout << "I'm in Dog " << endl;

}

~Dog()

{

cout << "End of Dog " << endl;

}

void speak()

{

cout << "Dog barks" << endl;

}

};

int main()

{

Dog myDog;

myDog.speak();

return 0;

}

✔ output

