

Code for question 2

```
int m_v;
Base(int v = 0) :m_v(v) {
    virtual void display()const { cout << "B" << m_v; }

int m_x;
Derived(int x = 1) :Base(x + 1), m_x(x) {}
    void display()const { cout << "D" << m_x; }

int main() {
    Derived D;
    Base& B = D;
    D.display();
    B.display();
    return 0;
}</pre>
```