(drived) class which inherits

from partially Student and

partially teacher. Now create

the object of TA and pass Student

by rather with additional information

for teacher in constructor.

Q2 (a)
we can use virtual functions
and then in main, pointer
casting can be used

TA * t1 = (TA*) (std1); TA * t2 = new (TA*) (std2);

Q2 (b) Down casting behaves unexpectedly when accessing non member functions of base class through Child class pointer. (tasted to