#include<iostream>

#include<string>

using namespace std;

class publication

{

protected:

string title;

float price;

public:

publication()

{

title=" ";

price=0.0;

}

publication(string t,float p)

{

title=t;

price=p;

}

};

class book : public publication

{

int pagecount;

public:

book()

{

pagecount=0;

}

//After : base class constructor is called

book(string t,float p,int pc):publication(t,p)

{

pagecount=pc;

}

void display()

{

cout<<"title :"<<title<<endl;

cout<<"Price: "<<price<<endl;

cout<<"Pagecount :"<<pagecount<<endl;

}

};

class Tape : public publication

{

float time;

public:

Tape()

{

time=0.0;

}

Tape(string t,float p,float tim):publication(t,p)

{

time=tim;

}

void display()

{

cout<<"title :"<<title<<endl;

cout<<"Price: "<<price<<endl;

cout<<"time in minutes :"<<time<<endl;

}

};

int main()

{

cout<<endl<<"Book data"<<endl;

book b("C++",230,300);

b.display();

cout<<endl<<"Tape Data"<<endl;

Tape c("programming",100,120.5);

c.display();

return 0;

}