Day6 Lab Assignment:

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1- late binding --> in "Base-Drived" example, try the following:

- create pointer from base points to boject from drived "call drived function using this pointer"

- use "virtual" and "override"

2- in "GeoShape" example, do changes required to:

- try "protected inheritance", to overcome "Square & Circle Problems of setting different dim values"

- prevent anyone from creating object of shape class "make it abstract, "GeoShape using pure virtual function"

- make another function called "sumOfAllShapesArea", that takes 3 shapes and return sum of these shapes areas.

Bonus:

Class Person (abstract Class -> pure virtual Function setUsername() )

Class Employee, Class Student (protected)

Class Supervisor(Employee) : (private)