#include <iostream>

using namespace std;

class Employee {

protected:

char\* name;

long int ID;

public:

Employee() {

name = nullptr;

ID = 0;

}

Employee(Employee& obj) {

this->name = obj.name;

this->ID = obj.ID;

}

void setPerson(char\* n, long int id) {

this->name = n;

this->ID = id;

}

~Employee() {

if (name) delete[] name;

}

virtual void Print() = 0;

};

class Manager : public Employee

{

private:

char\* degree;

public:

Manager(char\* name, long int id, char\* degree)

{

this->setPerson(name, id, degree);

}

~Manager() {

if (name) delete[] name;

if (degree) delete[] degree;

}

void setPerson(char\* n, long int id, char\* degree) {

this->name = n;

this->ID = id;

this->degree = degree;

}

void Print() {

cout << "Manager Details" << endl;

cout << "Name: " << this->name << endl;

cout << "Id: " << this->ID << endl;

cout << "Degree: " << this->degree << endl;

cout << endl;

}

};

class Secretary :public Employee

{

private:

char\* contract;

public:

~Secretary() {

if (name) delete[] name;

if (contract) delete[] contract;

}

Secretary() { }

Secretary(char\* name, long int id, char\* contract) {

this->setPerson(name, id, contract);

}

void setPerson(char\* n, long int id, char\* contract) {

this->name = n;

this->ID = id;

this->contract = contract;

}

void Print() {

cout << "Secretary Details" << endl;

cout << "Name: " << this->name << endl;

cout << "Id: " << this->ID << endl;

cout << "Degree: " << this->contract << endl;

cout << endl;

}

};

int main() {

Employee\* p = new Manager(const\_cast < char\*> ("Bruce Lee"), 0234567, const\_cast < char\*> ("Dr."));

p->Print();

Secretary p2;

p2.setPerson(const\_cast < char\*> ("Wilma Jones"), 0341256, const\_cast < char\*> ("permanent"));

delete p;

p = &p2;

p->Print();

return 0;

};