Aim – function overriddin

#include <iostream>

using namespace std;

class Parent {

public:

void GeeksforGeeks\_Print()

{

cout << "Base Function" << endl;

}

};

class Child : public Parent {

public:

void GeeksforGeeks\_Print()

{

cout << "Derived Function" << endl;

}

};

int main()

{

Child Child\_Derived;

Child\_Derived.GeeksforGeeks\_Print();

return 0;

}