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#include <iostream>
#include <map>

using namespace std;

class Parent
{
public:
    virtual void show()
    {
        cout << "In the Parent Class" << endl;
    }
};

class Sub1: public Parent
{
public:
    void show()
    {
        cout << "In the Sub1 Class" << endl;
    }
};

class Sub2 : public Parent
{
public:
    void show()
    {
        cout << "In the Sub2 Class" << endl;
    }
};

int main(void){
    Sub1 s1;
    Sub2 s2;
    Parent* pointerVar;

    pointerVar = &s1;
    pointerVar ->show();
    pointerVar = &s2;
    pointerVar ->show();

    return 0;
}
```