```
class Parent
public:
      Parent(int a) {
             this->a = a;
       virtual void func(int a)
             cout << "Parent::func(int)..." << endl;
     Void func(int a, int b, int c)
private:
      int a;
};
class Child :public Parent
public:
      Child(int a, int h) :Parent(a)
             this->b = b;
      Virtual void func(int a)
      {
             cout << "Child: func(int)..." << endl;</pre>
      Virtual void func(int a, int b) {
             cout << "Child :func(int ,int )..." << endl;
private:
      int b;
};
void myFunc(Parent *pp)
      pp->func(10);
int main(void)
{
      Parent *pp = new Parent(10);
      Parent *cp = new Child(100, 200);
      myFunc(pp);
      myFunc(cp);
      return 0;
}
```

