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#include<iostream>
#include<string.h>
#include<iomanip>
using namespace std;
class Document
{
    protected:
        char *Name; // Document name.
    public:
        void PrintNameOf(); // Print name.
};

// Implementation of PrintNameOf function from class Document.
void Document::PrintNameOf()
{
    cout << Name ;
}

class Book : public Document
{
    protected:
        long PageCount;
        double price;
    public:
        Book( char *, long = 0, double = 0.0);
        void PrintPages();
        void PrintPrice();
};

// Constructor from class Book.
Book::Book( char *name, long pagecount, double p)
{
    Name = new char[ strlen( name ) + 1 ];
    strcpy( Name, name );
    PageCount = pagecount;
    price = p;
};

void Book::PrintPages()
{
    cout << setw(5) << PageCount;
}

void Book::PrintPrice()
{

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        cout << setw(10) << price << endl;
    }
int main()
{
    Book LibraryBook( "Demystifying OOPs with C++", 944, 60.99 );
    LibraryBook.PrintNameOf();
    LibraryBook.PrintPages();
    LibraryBook.PrintPrice();
    return 0;
}
```