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#include <iostream>
#include<cstdlib>
#include <ctime>
using namespace std;
class Animal
{
    public:
        virtual void makeSound()
        {
            cout << "Animallllll" << endl;
        }
        virtual void walk() {}
        void sleep(){}
};
class cat : public Animal
{
    public:
        void makeSound()
        {
            cout << "Meow...Meow" << endl;
        }
};
class dog : public Animal
{
    public:
        void makeSound()
        {
            cout << "Bau Bau" << endl;
        }
        void walk(){}
};
class duck : public Animal
{
    public:
        void makeSound()
        {
            cout << "Quack Quack" << endl;
        }
};
int main()
{
    srand(time(0)); // Added in the latter part of the video.
    Animal* animal;
    switch(rand()%3)
    {
        case 0:
            animal = new cat;
            break;
    }
}

```

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    case 1:
        animal = new dog;
        break;
    case 2:
        animal = new duck;
        break;
}

animal->makeSound();
animal->walk();           // Added in the latter part of the video.
dog charlie;             // Added in the latter part of the video
charlie.walk();          // Added in the latter part of the video

return 0;
}
```