

```
#include<iostream>
using namespace std;
class base
{
    public:
        void fun(int x)
        {
            cout << "In a base class\t" << x << endl;
        }
};
class derived : public base
{
    public:
        void fun(double y)
        {
            cout << "In a derived class\t" << y << endl;
        }
};
int main()
{
    derived d;
    d.fun(5);
    return 0;
}
```

```
#include<iostream>
using namespace std;
class base
{
    public:
        void fun(const char* ptr)
        {
            cout << ptr << endl;
        }
};
class derived : public base
{
    public:
        void fun(double y)
        {
            cout << y << endl;
        }
};
int main()
{
    derived d;
    d.base::fun("OOPs");
    return 0;
}
```