```cpp
#include <iostream>
#include<cstdlib>
#include <ctime>
using namespace std;
class Animal
{
    public:
        makeSound()
        {
            cout << "Animallllll" << endl;
        }
};
class cat : public Animal
{
    public:
        void makeSound()
        {
            cout << "Meow...Meow" << endl;
        }
};
class dog : public Animal
{
    public:
        void makeSound()
        {
            cout << "Bau Bau" << endl;
        }
};
class duck : public Animal
{
    public:
        void makeSound()
        {
            cout << "Quack Quack" << endl;
        }
};
int main()
{
    Animal* animal;
    switch(rand()%3)
    {
        case 0:
```

```cpp
            animal = new cat;
            break;
        case 1:
            animal = new dog;
            break;
        case 2:
            animal = new duck;
            break;
    }
    animal->makeSound();
    return 0;
}
```