**1 Vehicle**

#include <stdio.h>

#include <iostream>

#include <string.h>

using namespace std;

class Vehicle

{

    char name[20];

    int number;

    int sit;

    int wheels;

public:

    void *setname*(const char \**nm*)

    {

*strcpy*(this->name, *nm*);

    }

    void *setnumber*(int *a*)

    {

        this->number = *a*;

    }

    void *setsit*(int *s*)

    {

        this->sit = *s*;

    }

    void *setwheels*(int *w*)

    {

        this->wheels = *w*;

    }

    const char \**getname*()

    {

        return this->name;

    }

    int *getnumber*()

    {

        return this->number;

    }

    int *getsit*()

    {

        return this->sit;

    }

    int *getwheels*()

    {

        return this->wheels;

    }

*Vehicle*()

    {

*strcpy*(this->name, "Not Given");

        this->number = 0000;

        this->sit = 00;

        this->wheels = 00;

    }

*Vehicle*(const char \**nm*, int *n*, int *s*, int *w*)

    {

*strcpy*(this->name, *nm*);

        this->number = *n*;

        this->sit = *s*;

        this->wheels = *w*;

    }

    virtual void *Display*()

    {

        cout *<<* "\nName :" *<<* this->name;

        cout *<<* "\nNumber:" *<<* this->number;

        cout *<<* "\nsit:" *<<* this->sit;

        cout *<<* "\nwheels:" *<<* this->wheels;

    }

    virtual void *brk*()

    {

        cout *<<* "\nBreak system";

    }

}; *// Vehicle class end*

class Car : public Vehicle

{

    int sitbelt;

    int airbag;

    int door;

    int ac;

public:

    void *setsitbelt*(int *sb*)

    {

        this->sitbelt = *sb*;

    }

    void *setairbag*(int *ab*)

    {

        this->airbag = *ab*;

    }

    void *setdoor*(int *d*)

    {

        this->door = *d*;

    }

    void *setac*(int *ac*)

    {

        this->ac;

    }

    int *getsitbelt*()

    {

        return this->sitbelt;

    }

    int *getairbag*()

    {

        return this->airbag;

    }

    int *getdoor*()

    {

        return this->door;

    }

    int *getac*()

    {

        return this->ac;

    }

*Car*() : *Vehicle*()

    {

        this->ac = 00;

        this->airbag = 00;

        this->sitbelt = 00;

        this->door = 00;

    }

*Car*(const char \**nm*, int *n*, int *s*, int *w*, int *ac*, int *a*, int *ss*, int *d*) : *Vehicle*(*nm*, *n*, *s*, *w*)

    {

        this->ac = *ac*;

        this->airbag = *a*;

        this->sitbelt = *ss*;

        this->door = *d*;

    }

    void *brk*()

    {

        cout *<<* "\nCylinder Break system";

    }

    void *Display*()

    {

        Vehicle::*Display*();

        cout *<<* "\nac :" *<<* this->ac;

        cout *<<* "\nairbag:" *<<* this->airbag;

        cout *<<* "\nsitbelt:" *<<* this->sitbelt;

        cout *<<* "\ndoor:" *<<* this->door;

    }

}; *// car class end*

class Bike : public Vehicle

{

    int handle;

    int sideStand;

public:

    void *sethandle*(int *h*)

    {

        this->handle = *h*;

    }

    void *setsideStand*(int *s*)

    {

        this->sideStand = *s*;

    }

    int *gethandle*()

    {

        return this->handle;

    }

    int *getsideStand*()

    {

        return this->sideStand;

    }

*Bike*() : *Vehicle*()

    {

        this->handle = 00;

        this->sideStand = 00;

    }

*Bike*(const char \**nm*, int *m*, int *n*, int *s*, int *h*, int *ss*) : *Vehicle*(*nm*, *m*, *n*, *s*)

    {

        this->handle = *h*;

        this->sideStand = *ss*;

    }

    void *brk*()

    {

        cout *<<* "\nDics Break system";

    }

    void *Display*()

    {

        Vehicle::*Display*();

        cout *<<* "\nHandle: " *<<* this->handle;

        cout *<<* "\nsideStand: " *<<* this->sideStand;

    }

}; *// bike class end*

class Bus : public Vehicle

{

    int womensit;

    int handicapped;

public:

    void *setwomensit*(int *h*)

    {

        this->womensit = *h*;

    }

    void *sethandicapped*(int *s*)

    {

        this->handicapped = *s*;

    }

    int *getwomensit*()

    {

        return this->womensit;

    }

    int *gethandicapped*()

    {

        return this->handicapped;

    }

*Bus*() : *Vehicle*()

    {

        this->womensit = 00;

        this->handicapped = 00;

    }

*Bus*(const char \**nm*, int *m*, int *n*, int *s*, int *a*, int *b*) : *Vehicle*(*nm*, *m*, *n*, *s*)

    {

        this->womensit = *a*;

        this->handicapped = *b*;

    }

    void *brk*()

    {

        cout *<<* "\nAir Break system";

    }

    void *Display*()

    {

        Vehicle::*Display*();

        cout *<<* "\nwomen sit :" *<<* this->womensit;

        cout *<<* "\nhandicapped sit : " *<<* this->handicapped;

    }

}; *// bus class end*

int *main*()

{

    Vehicle \*v;

    Vehicle v1;

    v = &v1;

    v->*Display*();

    v->*brk*();

    cout *<<* "\n\n";

    cout *<<* "Car :";

    Car *c1*("Swift", 1134, 4, 4, 1, 2, 4, 4);

    v = &c1;

    v->*Display*();

    v->*brk*();

    cout *<<* "\n\n";

    cout *<<* "\nBus";

    Bus *b1*("Shivneri", 4579, 60, 6, 5, 5);

    v = &b1;

    v->*Display*();

    v->*brk*();

    cout *<<* "\n\n";

    cout *<<* "\nBike";

    Bike *b2*("Honda", 4444, 2, 2, 1, 1);

    v = &b2;

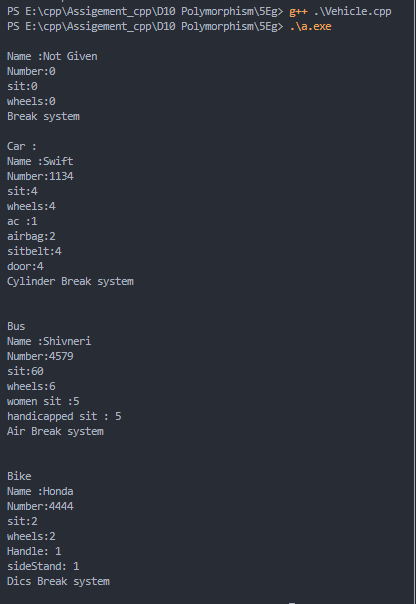
    v->*Display*();

    v->*brk*();

    cout *<<* "\n\n";

}

**Output:**

****

**2 Defence**

#include <stdio.h>

#include <iostream>

#include <string.h>

using namespace std;

class Defence

{

    int budget;

    int emp;

    int headquarters;

public:

    void *setbudget*(int *s*)

    {

        this->budget = *s*;

    }

    void *setemp*(int *e*)

    {

        this->emp = *e*;

    }

    void *setheadquarters*(int *h*)

    {

        this->headquarters = *h*;

    }

    int *getheadquarters*()

    {

        return this->headquarters;

    }

    int *getemp*()

    {

        return this->emp;

    }

    int *getbudget*()

    {

        return this->budget;

    }

*Defence*()

    {

        this->budget = 00;

        this->emp = 00;

        this->headquarters = 00;

    }

*Defence*(int *a*, int *b*, int *c*)

    {

        this->budget = *a*;

        this->emp = *b*;

        this->headquarters = *c*;

    }

    virtual void *Display*()

    {

        cout *<<* "\nbudget : " *<<* this->budget;

        cout *<<* "\nempolyee :  " *<<* this->emp;

        cout *<<* "\nHeadquarters: " *<<* this->headquarters;

    }

    virtual void *Attack*()

    {

        cout *<<* "\nAttack by diff way ";

    }

}; *// Defence class end*

class Navy : public Defence

{

    char port[20];

    int ships;

public:

    void *setport*(const char \**p*)

    {

*strcpy*(this->port, *p*);

    }

    void *setships*(int *s*)

    {

        this->ships = *s*;

    }

    int *getships*()

    {

        return this->ships;

    }

    const char \**getport*()

    {

        return this->port;

    }

*Navy*() : *Defence*()

    {

*strcpy*(this->port, "Not Given");

        this->ships = 00;

    }

*Navy*(int *a*, int *b*, int *c*, const char \**nm*, int *s*) : *Defence*(*a*, *b*, *c*)

    {

*strcpy*(this->port, "nm");

        this->ships = *s*;

    }

    void *Display*()

    {

        Defence::*Display*();

        cout *<<* "\nPort protect  " *<<* this->port;

        cout *<<* "\nnumber of ships : " *<<* this->ships;

    }

    void *Attack*()

    {

        cout *<<* "\nAttack by Sea ";

    }

}; *// navy clas end*

class Military : public Defence

{

    int Border;

    int arms;

    int guns;

public:

    void *setBorder*(int *a*)

    {

        this->Border = *a*;

    }

    void *setarms*(int *b*)

    {

        this->arms = *b*;

    }

    void *setguns*(int *c*)

    {

        this->guns = *c*;

    }

    int *getBorder*()

    {

        return this->Border;

    }

    int *getarms*()

    {

        return this->arms;

    }

    int *getguns*()

    {

        return this->guns;

    }

*Military*() : *Defence*()

    {

        this->Border = 00;

        this->arms = 00;

        this->guns = 00;

    }

*Military*(int *a*, int *b*, int *c*, int *bb*, int *aa*, int *gg*) : *Defence*(*a*, *b*, *c*)

    {

        this->Border = *bb*;

        this->arms = *aa*;

        this->guns = *gg*;

    }

    void *Display*()

    {

        Defence::*Display*();

        cout *<<* "\nBorder protect  " *<<* this->Border;

        cout *<<* "\nnumber of arms : " *<<* this->arms;

        cout *<<* "\nnumber of guns : " *<<* this->guns;

    }

    void *Attack*()

    {

        cout *<<* "\nAttack by Arms ";

    }

}; *// Military class end*

class AirForce : public Defence

{

    int aircraft;

    int jet;

    int pilot;

public:

    void *setaircraft*(int *ai*)

    {

        this->aircraft = *ai*;

    }

    void *setjet*(int *j*)

    {

        this->jet = *j*;

    }

    void *setpilot*(int *p*)

    {

        this->pilot = *p*;

    }

    int *getaircraft*()

    {

        return this->aircraft;

    }

    int *getjet*()

    {

        return this->jet;

    }

    int *getpilot*()

    {

        return this->pilot;

    }

*AirForce*() : *Defence*()

    {

        this->aircraft = 00;

        this->jet = 00;

        this->pilot = 00;

    }

*AirForce*(int *a*, int *b*, int *c*, int *ai*, int *j*, int *p*) : *Defence*(*a*, *b*, *c*)

    {

        this->aircraft = *ai*;

        this->jet = *j*;

        this->pilot = *p*;

    }

    void *Display*()

    {

        Defence::*Display*();

        cout *<<* "\nAircraft  " *<<* this->aircraft;

        cout *<<* "\nnumber of jet : " *<<* this->jet;

        cout *<<* "\nnumber of pilot : " *<<* this->pilot;

    }

    void *Attack*()

    {

        cout *<<* "\nAttack by air  ";

    }

}; *// AirForce class end*

int *main*()

{

    cout *<<* "Default";

    Defence \*D;

    Defence d1;

    D = &d1;

    D->*Display*();

    D->*Attack*();

    cout *<<* "\n\n";

    cout *<<* "\nAirForce";

    AirForce *a1*(82348723, 8345, 55, 598, 53, 120);

    D = &a1;

    D->*Display*();

    D->*Attack*();

    cout *<<* "\n\n";

    cout *<<* "\nNavy";

    Navy *n1*(12348723, 2345, 15, "Mumbai", 50);

    D = &n1;

    D->*Display*();

    D->*Attack*();

    cout *<<* "\n\n";

    cout *<<* "\nMilitary";

    Military *m1*(12348723, 2345, 15, 15, 5698754, 5556481);

    D = &m1;

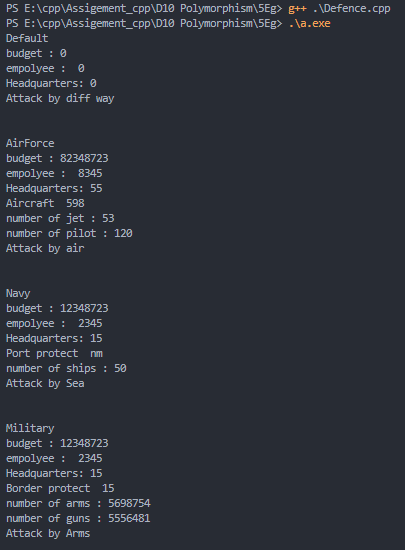
    D->*Display*();

    D->*Attack*();

    cout *<<* "\n\n";

}

**Output:**

****

**3 Shopping Payment Mode**

#include <stdio.h>

#include <iostream>

#include <string.h>

using namespace std;

class Payment

{

    int price;

    int RefId;

public:

    void *setprice*(int *s*)

    {

        this->price = *s*;

    }

    void *setRefId*(int *i*)

    {

        this->RefId = *i*;

    }

    int *getprice*()

    {

        return this->price;

    }

    int *getRefId*()

    {

        return this->RefId;

    }

*Payment*()

    {

        this->price = 00;

        this->RefId = 00;

    }

*Payment*(int *i*, int *s*)

    {

        this->price = *i*;

        this->RefId = *s*;

    }

    virtual void *Display*()

    {

        cout *<<* "\nPrice : " *<<* this->price;

        cout *<<* "\nRef Id : " *<<* this->RefId;

    }

    virtual void *Msg*()

    {

        cout *<<* "\nPayment Done by........";

    }

}; *// Payment class end*

class Bank : public Payment

{

    char bankName[20];

    char branch[20];

    int pincode;

public:

    void *setbankName*(const char \**bn*)

    {

*strcpy*(this->bankName, *bn*);

    }

    void *setpincode*(int *p*)

    {

        this->pincode = *p*;

    }

    void *setbranch*(const char \**b*)

    {

*strcpy*(this->branch, *b*);

    }

    const char \**getbankName*()

    {

        return this->bankName;

    }

    const char \**getbranch*()

    {

        return this->branch;

    }

*Bank*() : *Payment*()

    {

*strcpy*(this->bankName, "Not Given");

*strcpy*(this->branch, "Not Given");

        this->pincode = 000;

    }

*Bank*(int *p*, int *r*, const char \**bn*, const char \**b*, int *pin*) : *Payment*(*p*, *r*)

    {

*strcpy*(this->bankName, *bn*);

*strcpy*(this->branch, *b*);

        this->pincode = *pin*;

    }

    void *Display*()

    {

        Payment::*Display*();

        cout *<<* "\nBank Name: " *<<* this->bankName;

        cout *<<* "\nBranch Name  : " *<<* this->branch;

    }

    void *Msg*()

    {

        cout *<<* "\nPayment Done by Bank Account";

    }

}; *// Bank class end*

class Cod : public Payment

{

    int OTP;

public:

    void *setOTP*(int *o*)

    {

        this->OTP = *o*;

    }

    int *getOTP*()

    {

        return this->OTP;

    }

*Cod*() : *Payment*()

    {

        this->OTP = 0000;

    }

*Cod*(int *p*, int *r*, int *o*) : *Payment*(*p*, *r*)

    {

        this->OTP = *o*;

    }

    void *Display*()

    {

        Payment::*Display*();

        cout *<<* "\nOTP : " *<<* this->OTP;

    }

    void *Msg*()

    {

        cout *<<* "\nPayment Done BY Cash On Delivery";

    }

}; *// Cod class end*

class Application : public Payment

{

    char appName[20];

    int mobileNumber;

    int pin;

public:

    void *setappName*(const char \**an*)

    {

*strcpy*(this->appName, *an*);

    }

    void *setmobileNumber*(int *m*)

    {

        this->mobileNumber = *m*;

    }

    void *setpin*(int *p*)

    {

        this->pin = *p*;

    }

    const char \**getappName*()

    {

        return this->appName;

    }

    int *getmobileNumber*()

    {

        return this->mobileNumber;

    }

    int *getpin*()

    {

        return this->pin;

    }

*Application*() : *Payment*()

    {

*strcpy*(this->appName, "Not Given");

        this->mobileNumber = 0000000000;

        this->pin = 0000;

    }

*Application*(int *p*, int *r*, const char \**an*, int *mb*, int *pi*) : *Payment*(*p*, *r*)

    {

*strcpy*(this->appName, *an*);

        this->mobileNumber = *mb*;

        this->pin = *pi*;

    }

    void *Display*()

    {

        Payment::*Display*();

        cout *<<* "\nApplication Name : " *<<* this->appName;

        cout *<<* "\nMobile number  : " *<<* this->mobileNumber;

        cout *<<* "\nPin :" *<<* this->pin;

    }

    void *Msg*()

    {

        cout *<<* "\nPayment Done by Application ";

    }

}; *// Application Class end*

int *main*()

{

    cout *<<* "\nDefault";

    Payment \*P;

    Payment p1;

    P = &p1;

    P->*Display*();

    P->*Msg*();

    cout *<<* "\n";

    cout *<<* "\nBank ";

    Bank *b1*(15000, 451356, "SBI", "Pune", 412503);

    P = &b1;

    P->*Display*();

    P->*Msg*();

    cout *<<* "\n";

    cout *<<* "\nCod ";

    Cod *c1*(15000, 7543547, 4526);

    P = &c1;

    P->*Display*();

    P->*Msg*();

    cout *<<* "\n";

    cout *<<* "\nApplication ";

    Application *a1*(15000, 6355354, "Paytm", 9845612, 455213);

    P = &a1;

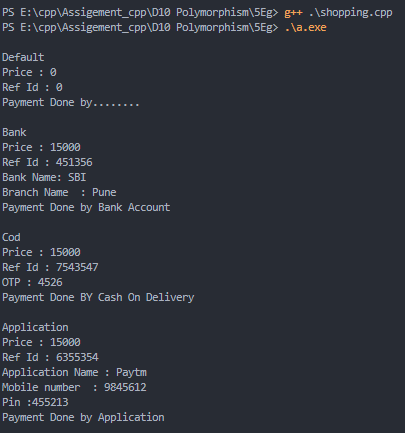
    P->*Display*();

    P->*Msg*();

    cout *<<* "\n\n";

}

**OutPut**

****

**4 Mobile Lock**

#include <stdio.h>

#include <iostream>

#include <string.h>

using namespace std;

class Lock

{

    int Sdisplay;

public:

    void *setSdisplay*(int *s*)

    {

        this->Sdisplay = *s*;

    }

    int *getSdisplay*()

    {

        return this->Sdisplay;

    }

*Lock*()

    {

        this->Sdisplay = 00;

    }

*Lock*(int *s*)

    {

        this->Sdisplay = *s*;

    }

    virtual void *Display*()

    {

        cout *<<* "\nDisplay : " *<<* this->Sdisplay*<<*" Resolution";

    }

    virtual void *algo*()

    {

        cout *<<* "\nUse Algorithm To Encryption and Decryption ";

    }

}; *// Lock class end*

class Pin : public Lock

{

    int digit;

public:

    void *setdigit*(int *d*)

    {

        this->digit = *d*;

    }

    int *getdigit*()

    {

        return this->digit;

    }

*Pin*() : *Lock*()

    {

        this->digit == 00000;

    }

*Pin*(int *s*, int *d*) : *Lock*(*s*)

    {

        this->digit = *d*;

    }

    void *Display*()

    {

        Lock::*Display*();

        cout *<<* "\n Digit is :" *<<* this->digit;

    }

    void *algo*()

    {

        cout *<<* "\nUse Iso-3 Pin Block Format To Encryption and Decryption the Digit";

    }

}; *// Pin class end*

class Face : public Lock

{

    int eyesDist;

    int noseDist;

    int lipsDist;

    int faceSize;

public:

    void *seteyesDist*(int *e*)

    {

        this->eyesDist = *e*;

    }

    void *setnosedist*(int *n*)

    {

        this->noseDist = *n*;

    }

    void *setlipsDist*(int *li*)

    {

        this->lipsDist = *li*;

    }

    void *setfaceSize*(int *f*)

    {

        this->faceSize = *f*;

    }

    int *geteyesDist*()

    {

        return this->eyesDist;

    }

    int *getnoseDist*()

    {

        return this->noseDist;

    }

    int *getlipsDist*()

    {

        return this->lipsDist;

    }

    int *getfaceSize*()

    {

        return this->faceSize;

    }

*Face*() : *Lock*()

    {

        this->eyesDist = 00;

        this->noseDist = 00;

        this->lipsDist = 00;

        this->faceSize = 00;

    }

*Face*(int *d*, int *e*, int *n*, int *l*, int *f*) : *Lock*(*d*)

    {

        this->eyesDist = *e*;

        this->noseDist = *n*;

        this->lipsDist = *l*;

        this->faceSize = *f*;

    }

    void *Display*()

    {

        Lock::*Display*();

        cout *<<* "\nEye :" *<<* this->eyesDist*<<*" Inch";

        cout *<<* "\nNose :" *<<* this->noseDist*<<*" Inch";

        cout *<<* "\nLips : " *<<* this->lipsDist*<<*" Inch";

        cout *<<* "\nFace : " *<<* this->faceSize*<<*" Inch";

    }

    void *algo*()

    {

        cout *<<* "\nUse EATA algorithm To Encryption and Decryption ";

    }

}; *// Face class end*

class Pattern : public Lock

{

    int dot;

public:

    void *setdot*(int *d*)

    {

        this->dot = *d*;

    }

    int *getdot*()

    {

        return this->dot;

    }

*Pattern*() : *Lock*()

    {

        this->dot = 000000;

    }

*Pattern*(int *d*, int *o*) : *Lock*(*d*)

    {

        this->dot = *o*;

    }

    void *Display*()

    {

        Lock::*Display*();

        cout *<<* "\ndot Number is: " *<<* this->dot;

    }

    void *algo*()

    {

        cout *<<* "\nUse SHA1 Hashing algorithm To Encryption and Decryption ";

    }

}; *// Pattern class end*

class FingerPrint : public Lock

{

    int finger;

public:

    void *setfinger*(int *f*)

    {

        this->finger = *f*;

    }

    int *getfinger*()

    {

        return this->finger;

    }

*FingerPrint*() : *Lock*()

    {

        this->finger = 00;

    }

*FingerPrint*(int *d*, int *f*) : *Lock*(*d*)

    {

        this->finger = *f*;

    }

    void *Display*()

    {

        Lock::*Display*();

        cout *<<* "\n Finger Scan:  " *<<* this->finger;

    }

    void *algo*()

    {

        cout *<<* "\nUse Minutiae algorithm To Encryption and Decryption ";

    }

}; *// FingerPrint class end*

int *main*()

{

    cout *<<* "\n Default";

    Lock \*L;

    Lock l1;

    L = &l1;

    L->*Display*();

    L->*algo*();

    cout *<<* "\n";

    cout *<<* "\nPin";

    Pin *p1*(1048, 1234567);

    L = &p1;

    L->*Display*();

    L->*algo*();

    cout *<<* "\n";

    cout *<<* "\nPattern";

    Pattern *pi1*(1045, 6542318);

    L = &pi1;

    L->*Display*();

    L->*algo*();

    cout *<<* "\n";

    cout *<<* "\nFinger";

    FingerPrint *f1*(1028, 2);

    L = &f1;

    L->*Display*();

    L->*algo*();

    cout *<<* "\n";

    cout *<<* "\nFace";

    Face *fa1*(1028, 2, 2, 2, 7);

    L = &fa1;

    L->*Display*();

    L->*algo*();

    cout *<<* "\n\n";

}

**Output :**

****

**5 paint image save**

#include <stdio.h>

#include <iostream>

#include <string.h>

using namespace std;

class Paint

{

    int size;

    int time;

public:

    void *setsize*(int *s*)

    {

        this->size = *s*;

    }

    void *settime*(int *t*)

    {

        this->time = *t*;

    }

    int *getsize*()

    {

        return this->size;

    }

    int *gettime*()

    {

        return this->time;

    }

*Paint*()

    {

        this->size = 00;

        this->time = 00;

    }

*Paint*(int *s*, int *t*)

    {

        this->size = *s*;

        this->time = *t*;

    }

    virtual void *Display*()

    {

        cout *<<* "\nsize of img  :" *<<* this->size *<<* "k";

        cout *<<* "\ntime : " *<<* this->time;

    }

    virtual void *algo*()

    {

        cout *<<* "\nUse Algorithm............";

    }

};

class PNG : public Paint

{

    char Transparent[10];

public:

    void *setTransparent*(const char \**t*)

    {

*strcpy*(this->Transparent, *t*);

    }

    const char \**getTransparent*()

    {

        return this->Transparent;

    }

*PNG*() : *Paint*()

    {

*strcpy*(this->Transparent, "yes");

    }

*PNG*(int *s*, int *t*, const char \**tr*) : *Paint*(*s*, *t*)

    {

*strcpy*(this->Transparent, *tr*);

    }

    void *Display*()

    {

        Paint::*Display*();

        cout *<<* "\nTransparent img :" *<<* this->Transparent;

    }

    void *algo*()

    {

        cout *<<* "\nUse Lossless Algorithm for saving image";

    }

};

class JPG : public Paint

{

    int imgId;

public:

    int *getimgId*()

    {

        return this->imgId;

    }

    void *setimgId*(int *i*)

    {

        this->imgId;

    }

*JPG*() : *Paint*()

    {

        this->imgId = 0000;

    }

*JPG*(int *s*, int *t*, int *i*) : *Paint*(*s*, *t*)

    {

        this->imgId = *i*;

    }

    void *Display*()

    {

        Paint::*Display*();

        cout *<<* "\nImg Id :" *<<* this->imgId;

    }

    void *algo*()

    {

        cout *<<* "\nUse Lossy compression  Algorithm for saving image";

    }

};

class GIF : public Paint

{

    int Duration;

public:

    int *getDuration*()

    {

        return this->Duration;

    }

    void *setDuration*(int *D*)

    {

        this->Duration;

    }

*GIF*() : *Paint*()

    {

        this->Duration = 00;

    }

*GIF*(int *s*, int *t*, int *d*) : *Paint*(*s*, *t*)

    {

        this->Duration = *d*;

    }

    void *Display*()

    {

        Paint::*Display*();

        cout *<<* "\nDuration :" *<<* this->Duration *<<* " Second";

    }

    void *algo*()

    {

        cout *<<* "\nUse LZW support compression Algorithm for saving image";

    }

};

int *main*()

{

    cout *<<* "\n Default";

    Paint \*P;

    Paint p1;

    P = &p1;

    P->*Display*();

    P->*algo*();

    cout *<<* "\n\n";

    cout *<<* "\nPNG";

    PNG *pn1*(26, 15052022, "yes");

    P = &pn1;

    P->*Display*();

    P->*algo*();

    cout *<<* "\n\n";

    cout *<<* "\nJPG";

    JPG *j1*(85, 10052022, 1010154);

    P = &j1;

    P->*Display*();

    P->*algo*();

    cout *<<* "\n\n";

    cout *<<* "\nGIF";

    GIF *g1*(45, 02052022, 5); *// 02052022 :date 02 month 05 year 2022*

    P = &g1;

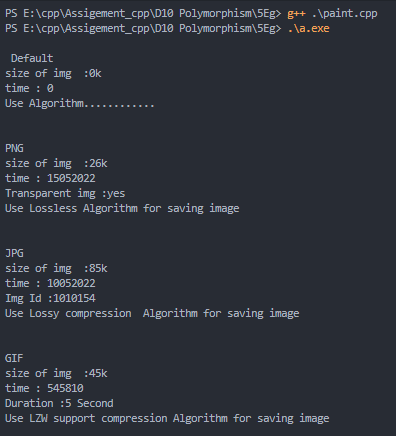
    P->*Display*();

    P->*algo*();

    cout *<<* "\n\n";

}

**Output**

****