```cpp
# include <iostream>
using namespace std;
/*Design a base class Media with a virtual function play().
Derive classes Audio and
Video with their own play() methods.
*/
class Media{
    public:
      virtual void play(){
            cout<<"i am playing .............\n";
        }

};
class Audio:public Media{
      public:
       void play(){   //redefine
            cout<<"i am  playing audio...\n";
        }
};
class Vedio:public Media{
      public:
       void play(){    //redefine
            cout<<"i am  playing vedio...\n";
        }
};
int main(){
    Media *base,m;
    Audio a;
    Vedio v;
    base=&m;
    base->play();
    base=&a;
    base->play();
    base=&v;
    base->play();

}
```