



$$\underline{D_3 = D_1 + D_2.}$$



$$\boxed{D_3 = D_1.op + (D_2).}$$

↑

```

class Box
{
    int l,b,h;
public:
    void get()
    {
        cout<<"Enter l,b,h:";
        cin>>l>>b>>h;
    }
    void show()
    {
        // some code
    }
    void show(int x)
    {
        // some code
    }
};

```

Fn overriding

```
class Box
```

```
{
```

```
    int l,b,h;
```

```
public:
```

```
    void get()
```

```
    {
```

```
        cout<<"Enter l,b,h:";
```

```
        cin>>l>>b>>h;
```

```
    }
```

```
    void show()
```

```
    {
```

```
        cout<<l<<" "<<b<<" "<<h<<endl;
```

```
    }
```

```
};
```

```
class Carton :public Box
```

```
{
```

```
    char mat[20];
```

```
public:
```

```
    void set()
```

```
    {
```

```
        cout<<"Enter mat:";
```

```
        cin>>mat;
```

```
    }
```

```
    void show()
```

```
    {
```

```
        cout<<mat<<endl;
```

```
    }
```

```
};
```

```
int main()
```

```
{
```

```
    Carton obj;
```

```
    obj.get();
```

```
    obj.set();
```

```
    obj.show();
```

```
    obj.show();
```

```
    return 0;
```

```
}
```

```
class Cat
```

```
{
```

```
public:
```

```
    void sound()
```

```
    {
```

```
        cout<<"meow";
```

```
    }
```

```
};
```

```
class Tiger: public Cat
```

```
{
```

```
};
```

```
Tiger sheru;
```

```
sheru.sound();
```

```

class Father
{
public:
    void prop()
    {

    }
    void marriage()
    {

    }
};

```

```

class Son : public Father
{
};

```

```

class Box
{
    int l,b,h;
public:
    void get()
    {
        cout<<"Enter l,b,h:";
        cin>>l>>b>>h;
    }
    void show(int x)
    {
        cout<<|<<" "<<b<<" "<<h<<endl;
    }
};

```

Fn Hiding

```

class Carton :public Box
{
    char mat[20];
public:
    void set()
    {
        cout<<"Enter mat:";
        cin>>mat;
    }
    void show()
    {
        cout<<mat<<endl;
    }
};

```

```

int main()
{
    Carton obj;
    obj.get();
    obj.set();
    obj.show();
    obj.show();
    return 0;
}

```

obj.show(10)
obj.show();

obj.Box::show(10);

$\langle \text{obj-name} \rangle . \langle \text{bun} \rangle :: \langle f \rangle ();$