

$$D_3 = \boxed{D_1 + D_2}$$

↓

①) $op + (D_2);$

```

class Box
{
    protected:
        int l,b,h;
    public:
        void get()
        {
            cout<<"enter l,b,h:";
            cin>>l>>b>>h;
        }
        void show()
        {
            cout<<l<<","<<b<<","<<h;
        }
        void show(int x)
        {
            .....
        }
};

```

```

class Circle
{
    int rad;
    void area ( )
    {
            
    }
};

```

```

class Cylinder : public Circle
{
    int height;
    void area ( )
    {
            
    }
};

```

```

Cylinder obj;
obj.area();

```

```

class Cat
{
    public:
        void sound ( )
        {
                
        }
};

```

```

class Tiger : public Cat
{
        
};

```

```

Tiger shen;

```

```
class Father
{
```

```
public:
```

```
void prnply( )
{
```

```
    -
```

```
}
```

```
void mary( )
{
```

```
};
```

```
class Son : public Father
{
```

```
};
```

```
class Box
{
```

```
protected:
```

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

```
public:
```

```
void get()
```

```
{
    cout<<"enter l,b,h:";
    cin>>l>>b>>h;
}
```

```
void show(int n)
```

```
{
    cout<<l<<","<<b<<","<<h;
}
```

```
};
```

```
class Carton: public Box
```

```
{
```

```
protected:
```

```
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(15);
```

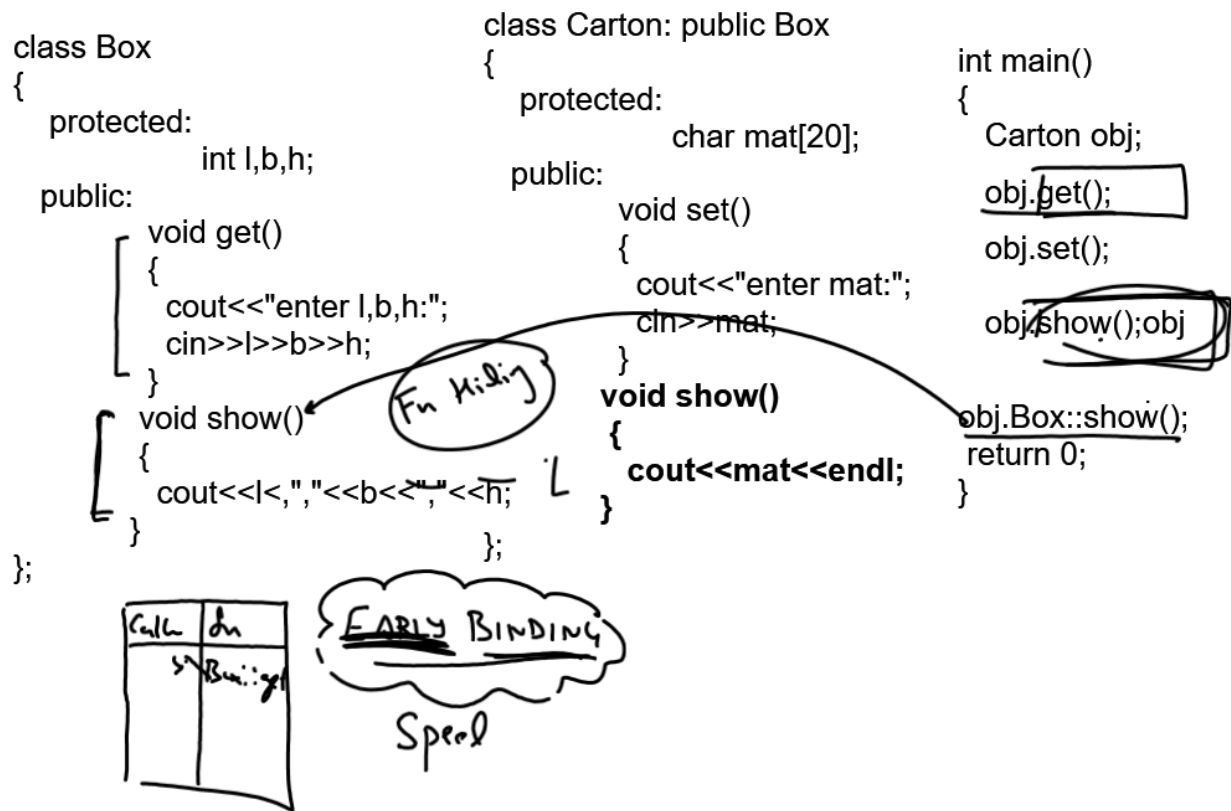
```
    return 0;
}
```

Fn Hiding

X

Call	On
Box.get()	Box.get()
Box.set()	Box.set()
Box.show()	Box.show()
Box.show(15)	Box.show(15)

EARLY BINDING
Speed



$\langle \text{dr obj} \rangle . \langle \text{box.cl} \rangle :: \langle \text{fn} \rangle ();$