

Select a fig:

1. Line
2. Circle
3. Rect
- 4.
- 5.
- 6.

....
50.

Enter your choice: 2

Enter rad:5

// output should show a circle

class Shape

```
{ public: void draw() { }  
  virtual  
};
```

```
class Line : public Shape  
{  
  int x1, y1, x2, y2;
```

```
public:  
  Line() { // input  
  }  
  void draw() {  
    // code to draw line  
  }  
};
```

```
class Circle : public Shape  
{  
  int rad;
```

```
public:  
  Circle() {  
    // logic of circle  
  }  
  void draw() {  
    // logic of circle  
  }  
};
```

```
class Rect : public Shape  
{  
  int l, b;
```

```
public:  
  Rect() {  
    // ---  
  }  
  void draw() {  
    // ---  
  }  
};
```

```

int main()
{
    Shape s;
    int choice;

    cout << "Select a fig: ";

```

```

    cout << "1. Line 2. Circle 3. Rect - - - - - 50. - ";

```

```

    cout << "Enter your choice: ";
    cin >> choice;

```

```

    switch(choice)
    {

```

```

        case 1:
            s = new Line;
            s -> draw();
            break;

```

```

        case 2:
            s = new Circle;
            s -> draw();
            break;

```

```

        case 3:
            s = new Rect;
            s -> draw();
            break;

```

```

        .
        .
        .
        .
    }

```



