

## Progression

```
# long curr  
# long first  
+ virtual long first  
    _value()  
+ virtual long next_value()=0  
+ void print_progression  
    (int n)  
+ virtual ~Progression  
    ()=default
```



## GeometricProgression

```
# long base  
+ GeometricProgression  
    (long b=2)  
+ long next_value() override
```