

Progression

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



FibonacciPg

```
# long sec_v  
# long prev  
+ FibonacciPg(long f  
    =0, long s=1)  
+ long first_value()  
    override  
+ long next_value()  
    override
```