

## Progression

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



## ArithProgression

```
# long inc  
+ ArithProgression(long  
    i=1, long f=0)  
+ long next_value() override
```