**13.Implement a c++ program to implement dynamic polymorphism (Method overriding)**

#include <iostream>

// Base class

class Shape {

public:

virtual void draw() {

std::cout << "Drawing a shape" << std::endl;

}

};

// Derived class

class Circle : public Shape {

public:

void draw() override {

std::cout << "Drawing a circle" << std::endl;

}

};

// Derived class

class Square : public Shape {

public:

void draw() override {

std::cout << "Drawing a square" << std::endl;

}

};

int main() {

Shape\* shape1 = new Circle();

Shape\* shape2 = new Square();

shape1->draw(); // Calls Circle's draw method

shape2->draw(); // Calls Square's draw method

delete shape1;

delete shape2;

return 0;

}