6.Implement a program to demonstrate function overriding in C++

Code:-

**#include <iostream>**

**class Animal {**

**public:**

**void makeSound() {**

**std::cout << "The animal makes a generic sound." << std::endl;**

**}**

**};**

**class Dog : public Animal {**

**public:**

**void makeSound() {**

**std::cout << "The dog barks." << std::endl;**

**}**

**};**

**class Cat : public Animal {**

**public:**

**void makeSound() {**

**std::cout << "The cat meows." << std::endl;**

**}**

**};**

**int main() {**

**Animal animal;**

**Dog dog;**

**Cat cat;**

**animal.makeSound(); // Calls the base class function**

**dog.makeSound(); // Calls the derived class (Dog) function**

**cat.makeSound(); // Calls the derived class (Cat) function**

**return 0;**

**}**