```cpp
#include <iostream>
#include <string.h>
using namespace std;

Class Shape {
        private:
            string name;
        public:
            float showArea() { return float; }
};
Class Circle : public Shape {
        private:
            float radius;
        public:
            void showName {}
};
Class Ellipse : public Shape {
        private:
            float radius_X, radius_Y;
        public:
            void showName {}
};
```