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Q1) #include <iostream>  
using namespace std;

class shape {

public:

virtual void draw () {

cout << "drawing shape msg" << endl;

}

};

class Rectangle : public shape {

public:

void draw () {

cout << "drawing rectangle shape" << endl;

};

class Triangle : public shape {

public:

void draw () {

cout << "drawing triangle shape" << endl;

}

};

class circle : public shape {

public:

void draw () {

cout << "drawing circle shape" << endl;

};

int main () {

Rectangle rect;

triangle degl;

~~deggl;~~

circle cir;

shape shk;

shape \* p1 = &rect;

shape \* p2 = &trgl;

shape \* p3 = &cir;

shape \* p4 = &shk;

~~if (shk) shk = &rect;~~

~~shk~~

p1 → draw();

p2 → draw();

p3 → draw();

p4 → draw();

return 0;

}



27 #include <iostream>

using namespace std;

class Replace-string {

private:-

char \*name;

int s;

public:

Replacestring (char \*)

Replace-string ()

void show ()

cout << " string is " << name << endl;

{

};

Replacestring::Replacestring (char \*name)

s = strlen (1)

char = new char [size + 1];

strcpy (name, ( ),

{

Replacestring::~Replacestring ()

{ cout << " After replacing : "

delete name;

} return ( )

{ replace-string \*s = new string ("Praga");  
s->display();  
return 0;