

name : Priya Pandey

Roll: 20051700

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sub: OOP Sessional

Branch: CSE (B-26)

University: KIIT

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 = ▭

shape * p2 = &trgl;

shape * p3 = ○

shape * p4 = &shk;

~~if (shk) shk = ▭~~

~~shk~~

p1 → draw();

p2 → draw();

p3 → draw();

p4 → draw();

return 0;

}