class SBase

{

public:

virtual int Get() = 0;

};

class SKbrd : public SBase

{

public:

int Get();

};

class SFile : public SBase

{

public:

int Get();

};

class SQueue : public SBase

{

int \*que, length, current;

public:

SQueue(int leng);

int Get();

};

class Freq

{

map<int, int> counts;

public:

void Calc(SBase \*pobj);

friend ostream& operator<<(ostream &stream, Freq &obj);

};

class Diap : public Freq

{

int min, max, sum;

public:

Diap();

void Calc(SBase \*pobj);

friend ostream& operator<<(ostream &stream, Diap &obj);

};