9.2) Develop a C++ program to illustrate runtime polymorphism.

Program:

#include<iostream>

using namespace std;

class Base{

public:

virtual void show()

{

cout<<"show() of base class"<<endl;

}

};

class derived:public Base

{

public:

virtual void show()

{

cout<<"show() of derived class"<<endl;

}

};

int main()

{

Base b,\*bptr;

bptr=&b;

bptr->show();

derived d,\*dptr;

dptr=&d;

dptr->show();

return 0;

}

Output:

