9.3) Develop a C++ program to illustrate pure virtual function and calculate the area of different shapes by using abstract class.

Program:

#include<iostream>

using namespace std;

class shapes

{

public:

virtual void area(int x)=0;

};

class squre:public shapes

{

public:

void area(int x)

{

cout<<"area of squre:"<<x\*x<<endl;

}

};

class circle:public shapes

{

public:

void area(int x)

{

cout<<"area of circle:"<<3.14\*x\*x<<endl;

}

};

int main()

{

squre s,\*sptr;

sptr=&s;

sptr->area(10);

circle c,\*cptr;

cptr=&c;

cptr->area(12);

return 0;

}

Output:

