

CO2. Imagine a publishing company that markets both book and audiocassette versions of its works. Create a class publication that stores the title (astring) and price (type float) of a publication. From this class derive two classes: book, which adds a page count (type int), and tape, which adds a playing time in minutes (type float). Each of these three classes should have a getData() function to get its data from the user at the keyboard, and a putData() function to display its data.

Write a main program to test the book and tape classes by creating instances of them, asking the user to fill in data with getData(), and then displaying the data with putData().

code:

```
#include<iostream>

#include<string>

#include<conio.h>

using namespace std;

class store
{
    public:
        string title;
        float price;
};

class books:private store
{
    private:
        int page_count;
    public:
        void getdata(string p,float q,int r)
        {
            title=p;
            price=q;
            page_count=r;
```

```

    }

    void putData()

    {

        cout<<"\n\t\tBook Tile is :\t"<<title<<endl<<"\t\tBook Price is : "<<price<<endl<<"\t\tBook
pgae : "<<page_count<<endl;

    }

}a;

class tape: private store
{

    private:

    float playing_time;

public:

    void getdata(string x,float y,float z)

    {

        title=x;

        price=y;

        playing_time=z;

    }

    void putData()

    {

        cout<<"\n\t\tTape Tile is :\t"<<title<<endl<<"\t\tTape Price is : "<<price<<endl<<"\t\tTape
Play Time : "<<playing_time<<endl;

    }

}b;

int main ()

{

    string x,p;

```

```
float y,z,q;

int r;

cout <<"For books"<<endl<<"\nEnter book title: "<<endl;

cin>>p;

cout <<"Enter book price: "<<endl;

cin>>q;

cout <<"Enter book page: "<<endl;

cin>>r;


a.getdata(p,q,r);

a.putData();

cout<<"\n\tPress any key to enter tape information.....";

getch();

fflush(stdin);

system("cls");

cout <<"For tape"<<endl<<"\nEnter tape title: "<<endl;

cin>>x;

cout <<"Enter tape price: "<<endl;

cin>>y;

cout <<"Enter Tape play time: "<<endl;

cin>>z;

b.getdata(x,y,z);

b.putData();

}
```