

CODE:

```
#include<iostream>
```

```
using namespace std;
```

```
class Shape{
```

```
    public:
```

```
    void print(){
```

```
        cout<<"This is a shape."<<endl;
```

```
    }
```

```
};
```

```
class polygon : public Shape{
```

```
    public:
```

```
    void print(){
```

```
        cout<<"Polygon is a shape."<<endl;
```

```
    }
```

```
};
```

```
class Rectangle{
```

```
    public:
```

```
    void print(){
```

```
        cout<<"Rectangle is a polygon."<<endl;
```

```
    }
```

```
};
```

```
class Triangle{
```

```
    public:
```

```
    void print(){
```

```
        cout<<"Triangle is a polygon."<<endl;
```

```
    }
```

```
};
```

```
class Square{
```

```
        public:
        void print(){
            cout<<"Square is a rectangle."<<endl;
        }
};

int main(){
    polygon d1;
    d1.print();
    Rectangle d2;
    d2.print();
    Triangle d3;
    d3.print();
    Square d4;
    d4.print();
    return 0;
}
```

OUTPUT:

Polygon is a shape.

Rectangle is a polygon.

Triangle is a polygon.

Square is a rectangle.

[Program finished]