```cpp
#include<bits/stdc++.h>
using namespace std;
/**
 2020 6a
*/

class DDD;
class DD
{
protected:
    double a,b;
public:
    DD(double aa, double bb)
    {
        a = aa;
        b = bb;
    }
    virtual void cal_dis_distance(DDD&, DDD&){}//for calling cal_dis_distance() using base pointer
    void cal_dis_distance(DD p1, DD p2)
    {
        double da = p2.a - p1.a;
        double db = p2.b - p1.b;
        double ans = sqrt(da*da + db*db);
        cout << ans << endl;
    }
};
class DDD : public DD
{
    double c;
public:
    DDD(double aa, double bb, double cc) : DD(aa,bb)
    {
        c = cc;
    }
    void cal_dis_distance(DDD& p1, DDD& p2)
    {
        double da = p2.a - p1.a;
        double db = p2.b - p1.b;
        double dc = p2.c - p1.c;
        double ans = sqrt(da*da + db*db + dc*dc);
        cout << ans << endl;
    }
};
int main()
{
    DD p1(0,0), p2(3,4);
    DDD d1(0,0,0), d2(2,3,4);

    DD *ptr = &p1;
    ptr->cal_dis_distance(p1,p2); // 5
```

```
    ptr = &d2;
    ptr ->cal_dis_distance(d1,d2); // 5.38516

    return 0;
}
```