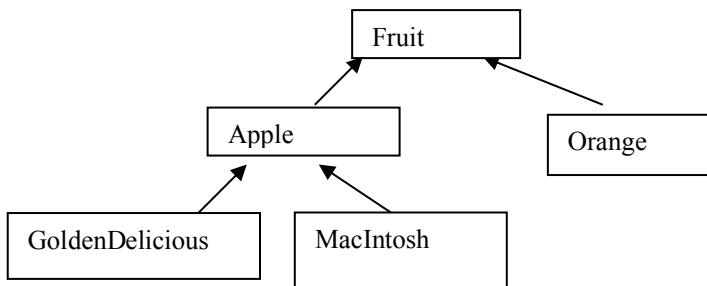


Given the following inheritance Diagram structure:



Create a C++ Program that simulate the inheritance structure above. Fruit class should have at least two attributes name and color, getters and setters in addition to a method display() just to display the fruit details. Define the classes Apple, Orange, GoldenDelicious and MacIntosh All of which you can choose the attributes, constructors and methods of your choice, but all should have a redefinition of the method display() In the main create different objects of different classes, assign names and colors and demonstrate the dynamic binding call of the method display using (Polymorphism)