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```

1 // Base
2
3 // Clase padre book
4 class Book {
5 public:
6     string author;
7     string pages;
8
9     Book(string author, string pages) :
10         author(author), pages(pages) {}
11
12     virtual ~Book() {}
13 };
14
15 // Clase hija getbookinfo
16 class GetbookInfo : public Book {
17 public:
18     GetbookInfo(string author, string pages) :
19         Book(author, pages) {}
20
21     void printBookInfo() const {
22         cout << "Title: [" << title << "], Author: [" << author << "], Pages: [" << pages << "]" << endl;
23     }
24 };
25
26 // Clase libro informacion que hereda de book
27 class Informacion : public Book {
28 public:
29     Informacion(string author, string pages) :
30         Book(author, pages) {}
31
32     void printBookInfo() const {
33         cout << "Title: [" << title << "], Author: [" << author << "], Pages: [" << pages << "]" << endl;
34     }
35 };
36
37 // Clase libro getbookinfo
38 class GetbookInfo : public Book {
39 public:
40     GetbookInfo(string author, string pages) :
41         Book(author, pages) {}
42
43     void printBookInfo() const {
44         cout << "Title: [" << title << "], Author: [" << author << "], Pages: [" << pages << "]" << endl;
45     }
46 };
47
48 // Crear un objeto de la clase informacion
49 int main() {
50     Informacion i("Silva Santiago", "Nueva York", 180);
51     GetbookInfo g("Silva Santiago", "Nueva York", 180);
52
53     // Llamar al metodo getbookinfo para obtener informacion sobre el libro de ficcion
54     g.printBookInfo();
55 }

```