P1-2)

//using pure virtual functions

#include<iostream>

using namespace std;

class A{

public:

int a;

virtual void show()=0;

};

class B:public A

{

public:

int b;

void show()

{

cout<<"b ="<<b;

}

};

int main()

{

A \*obj1;

B obj2;

obj2.a=3;

obj2.b=4;

obj1=&obj2;

obj1->show();

return 0;

}

OUTPUT:

