P1)

//polymorphism

#include <iostream>

using namespace std;

class A{

public:

int a;

virtual void show()

{

cout<<" a = "<<a<<endl;

}

};

class B:public A

{

public:

int b;

void show()

{

A::show();

cout<<"b ="<<b;

}

};

int main()

{

A \*obj1;

B obj2;

obj2.a=3;

obj2.b=4;

obj1=&obj2;

obj1->show();

return 0;

}

OUTPUT:

