#include <iostream>

using namespace std;

class BaseClass

{

public:

BaseClass() // Constructor

{

cout << "This is the BaseClass constructor.\n";

}

~BaseClass() // Destructor

{

cout << "This is the BaseClass destructor.\n";

}

};

class DerivedClass : public BaseClass

{

public:

DerivedClass() // Constructor

{

cout << "This is the DerivedClass constructor.\n";

}

~DerivedClass() // Destructor

{

cout << "This is the DerivedClass destructor.\n";

}

};

int main()

{

cout << "We will now define a DerivedClass object.\n";

DerivedClass object;

cout << "The program is now going to end.\n";

return 0;

}