

1. Download polymorphism.cpp. Compile and execute the program. Understand the output.
2. Download multiple_inheritance.cpp. Compile and execute the program. Understand the output produced. Next, for the progAssignment object, assign a score of 20 to question number 8. Write another statement to display the score for question number 8. What output to you get and why?
3. Write a C++ program (inherit.cpp), which consists of three classes Animal, Rabbit, and Turtle.

Animal is the base-class; Rabbit and Turtle are Animal's sub-classes.

Each of these classes should have a constructor and a destructor, and a move() method.

Include one print statement in each of the constructors and destructors as well as the move() methods to indicate which method the statement is being printed from.

For example, the Animal class constructor should print "I am the animal constructor". Similarly, the Rabbit class move() method should print "this is the rabbit moving"...

Inheritance type for both Rabbit and Turtle is public.

Create a main method that declares two pointers a, b to the Animal class (Animal* a, b).

Create Turtle and Rabbit objects on the heap. (a points to the Turtle object and b points to the Rabbit object)

Invoke the move method using pointer variables **a** and **b**

De-allocate any memory that was allocated on the heap.

What output do you get and why?