#include<iostream>

using namespace std**;**

class base**{**

public**:**

virtual **void** print**()**

**{**

cout**<<**"print i am base class"**;**

**}**

**void** show**()**

**{**

cout**<<**"show i am base class"**;**

**}**

**};**

class derived **:** public base**{**

public**:**

**void** print**()**

**{**

cout**<<**"print i am derived class"**;**

**}**

**void** show**()**

**{**

cout**<<**"show i am derived class"**;**

**}**

**};**

**int** main**()**

**{**

base **\***baseptr**;**

derived dobj**;**

baseptr**=&**dobj**;**

baseptr**->**print**();**

cout**<<**endl**;**

baseptr**->**show**();**

**}**

#include<iostream>

using namespace std**;**

class BaseClass

**{**

public**:**

virtual **void** Display**()**

**{**

cout **<<** "\nThis is Display() method"

" of BaseClass"**;**

**}**

**void** Show**()**

**{**

cout **<<** "\nThis is Show() method "

"of BaseClass"**;**

**}**

**};**

class DerivedClass **:** public BaseClass

**{**

public**:**

**void** Display**()**

**{**

cout **<<** "\nThis is Display() method"

" of DerivedClass"**;**

**}**

**};**

**int** main**()**

**{**

DerivedClass dr**;**

BaseClass **&**bs **=** dr**;**

bs**.**Display**();**

dr**.**Show**();**

**}**

#include <iostream>

using namespace std**;**

class point

**{**

**int** xc**,**yc**;**

public**:**

point**(int** i**,int** j**);**

**void** operator **++();**

**void** show**();**

**};**

point **::** point**(int** i**,int** j**)**

**{**

xc**=**i**;** yc**=**j**;**

**}**

**void** point**::** show**()**

**{**

cout **<<**"point = "**;**

cout **<<** "(" **<<** xc**;**

cout **<<** "," **<<**yc **<<** ") " **<<** endl**;**

**}**

**void** point**::** operator **++()**

**{**

xc**=**xc**++;**

yc**=**yc**++;**

**}**

**int** main**()**

**{**

point pt1**(**1**,**2**);**

pt1**.**show**();*//5,5***

**++**pt1**;** ***//pt1.operator++();xc++,yc++;***

pt1**.**show**();** ***//6,6***

**return** 0**;**

**}**

#include <iostream>

using namespace std**;**

class point

**{** **int** xc**,**yc**;**

public**:**

point**(int** i**,int** j**);**

**void** operator **++();**

**void** show**();**

**};**

**int** main**()**

**{**

point pt1**(**5**,**5**);**

cout **<<** "program fpoint1.cpp starts" **<<** endl**;**

pt1**.**show**();*//5,5***

**++**pt1**;** ***//pt1.operator++();xc++,yc++;***

pt1**.**show**();** ***//6,6***

**return** 0**;**

**}**

point **::** point**(int** i**,int** j**)**

**{**

xc**=**i**;** yc**=**j**;**

**}**

**void** point**::** show**()**

**{** cout **<<**"point = "**;**

cout **<<** "(" **<<** xc**;**

cout **<<** "," **<<**yc **<<** ") " **<<** endl**;**

**}**

**void** point**::** operator **++()**

**{**

xc**=**xc **+** 2**;**

yc**=**yc **+** 2**;**

**}**