

# Abstraction Using Abstract Class

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```
#include <iostream>
using namespace std;
class Shape {
    public:
    virtual void draw() = 0; // pure virtual
};
class Circle : public Shape {
    public:
    void draw() override { cout << "Drawing a circle\n"; }
};
int main() {
    Shape* s = new Circle();
    s->draw();
}
```