

# Combination Encapsulation + Inheritance + Polymorphism

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```
#include <iostream>
using namespace std;
class User {
    private:
    string name;
    public:
    void setName(string n) { name = n; }
    string getName() { return name; }
    virtual void role() { cout << "General user\n"; }
};
class Customer : public User {
    public:
    void role() override { cout << "Customer: Orders water bottles\n"; }
};
class Admin : public User {
    public:
    void role() override { cout << "Admin: Manages system\n"; }
};
int main() {
    Customer c;
    c.setName("Sara");
    cout << "Name: " << c.getName() << endl;
    c.role();
}
```