**/\*25. Create the person class. Create some objects of this class.inherit the class person to create two classes teacher and student class.maintain the respective information in the classes and create,display and delete objects of these classes.\*/**

#include<iostream>

#include<string>

using namespace std;

class person

{

string name[5];

public:

virtual void input();

virtual void print()

{

for(int i=0;i<5;i++)

cout<<name[i]<<endl;

}

};

void person :: input()

{

for(int i=0;i<5;i++)

cin>>name[i];

}

class teacher :public person

{

int age[5];

public:

virtual void input();

virtual void print()

{

for(int i=0;i<5;i++)

cout<<age[i]<<endl;

}

};

void teacher::input()

{

for(int i=0;i<5;i++)

cin>>age[i];

}

class student:public person

{

int std[5];

public:

virtual void input();

virtual void print()

{

for(int i=0;i<5;i++)

cout<<std[i]<<endl;

}

};

void student :: input()

{

for(int i=0;i<5;i++)

cin>>std[i];

}

int main()

{ person \*p2=new person();

cout<<"\nEnter name:- ";

p2->input();

cout<<"\nNames are:- ";

p2->print();

delete p2; // release memory

p2=new teacher(); //reallocate object

cout<<"\nEnter age :- ";

p2->input();

cout<<"\nAge:- ";

p2->print();

delete p2; // release memory

p2=new student(); //reallocate object

cout<<"\nEnter class :- ";

p2->input();

cout<<"\nclass:- ";

p2->print();

delete p2; // release memory

system("pause");

return 0;

}

Output :-

