

```

1: #include <iostream>
2: #include <windows.h>
3:
4:
5: using namespace std; //standard library
6:
7:
8: class A {
9: public:
10: virtual void print() = 0;
11: };
12:
13: class B : public A { //make class a assessable to class b
14: public:
15: void print() { cout << "Class B" << endl; }
16: };
17:
18: class C : public A { //make class a assessable to class c
19: public:
20: void print() { cout << "Class C" << endl; }
21: };
22:
23:
24:
25:
26:
27: int main(){
28: A *a1, *a2;
29: a1 = new B();
30: a2 = new C();
31: a1->print();
32: a2->print();
33:
34: system("pause");
35: return 0;
36: }

```