#include<iostream>

using namespace std;

class base

{

private:

public:

virtual void show()=0; //pure virtual function

};

//////////////////////////////////////////

class derive1: public base

{

private:

public:

void show()

{

cout<<"\n\nThe derive class 1 class"<<endl;

}

};

//////////////////////////////////////////

class derive2: public base

{

private:

public:

void show()

{

cout<<"\n\nThe derive class 2 class"<<endl;

}

};

/////////////////////////////////////////

void main()

{

//base bad; //cannot make the obj of base class because it is abstract class

base\*arr[2];

derive1 d1;

derive2 d2;

arr[0]=&d1;

arr[0]->show();

arr[1]=&d2;

arr[1]->show();

//arr[1]->show();

getchar();

getchar();

}