#include<iostream>

#include"msoftcon.h"

using namespace std;

class shape

{

protected:

int xCO;

int yCO;

color fillcolor;

fstyle fillstyle;

public:

shape():xCO(0),yCO(0),fillcolor(cWHITE),fillstyle(SOLID\_FILL)

{ }

shape(int x,int y,color fc,fstyle fs):xCO(x),yCO(y),fillcolor(fc),fillstyle(fs)

{ }

virtual void draw()=0

{

set\_color(fillcolor);

set\_fill\_style(fillstyle);

}

};

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

class ball:public shape

{

private:

int radius;

public:

ball():shape()

{ }

ball(int x,int y,int r,color fc,fstyle fs): shape(x,y,fc,fs),radius(r)

{ }

void draw()

{

shape::draw();

draw\_circle(xCO,yCO,radius);

}

};

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

class rect:public shape

{

private:

int hight;

int width;

public:

rect():shape(),hight(0),width(0)

{ }

rect(int x,int y,int h,int w,color fc,fstyle fs):shape(x,y,fc,fs),hight(h),width(w)

{ }

void draw()

{

shape::draw();

draw\_rectangle(xCO,yCO,xCO+width,yCO+hight);

set\_color(cWHITE);

draw\_line(xCO,yCO,xCO+width,yCO+hight);

}

};

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

class tria:public shape

{

private:

int hight;

public:

tria():shape(),hight(0)

{ }

tria(int x,int y,int h,color fc,fstyle fs):shape(x,y,fc,fs),hight(h)

{ }

void draw()

{

shape::draw();

draw\_pyramid(xCO,yCO,hight);

}

};

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

int main()

{

init\_graphics();

shape\* Pshape[3];

Pshape [0]=new ball(40,12,5,cBLUE,X\_FILL);

Pshape [1]=new rect(12,17,10,15,cRED,SOLID\_FILL);

Pshape [2]=new tria(60,7,11,cGREEN,MEDIUM\_FILL);

for(int i=0;i<3;i++)

Pshape[i]->draw();

set\_cursor\_pos(1,25);

getchar();

getchar();

return 0;

}