Practical: 17 Write a C++ program to illustrate '*this*' pointer and pointers to derived classes

```
#include<iostream>
using namespace std;
class BC
{
public:
    int b;
    void show()
    {   cout<<"b= "<<b<<endl;   }
    BC findlarge(BC obj)
    {
        if(b>obj.b)
            return *this;
        else
            return obj;
    }
};
class DC:public BC
{
public:
    int d;
    void show()
    {
        cout<<"b= "<<b<<endl;
        cout<<"d= "<<d<<endl;
```

```
    }
};
int main()
{
    BC b1,b2;
    b1.b=10;
    b2.b=20;
    BC Large=b1.findlarge(b2);
    cout<<"\n Largest is :";
    Large.show();
    BC *bptr;
    BC base;
    bptr=&base;
    bptr->b=100;
    cout<<"Base pointer to base class\n";
    bptr->show();
    DC derived;
    bptr=&derived;
    bptr->b=200;
    cout<<"Base pointer to base class\n";
    bptr->show();
    DC *dptr;
    dptr=&derived;
    dptr->d=300;
    cout<<"Derived pointer to derived class\n";
    dptr->show();
    ((DC*)bptr)->d=400;
```

```
    cout<<"Type conversion\n";
    ((DC*)bptr)->show();
    return 0;
}
```

Output 17