

1. It should be impossible to interact with *s, since it points to the abstract base class Shape, which does not have any of its member functions defined. If we call any member functions, the code will not compile.

2. Any call to its member function should be illegal, for example:

```
void foo(Shape* s)
{
    return s->area();
}
```

The above code should not compile because the member function area is a pure virtual function and there is no definition of member function area for the base class Shape. Since the compiler cannot find a matching function definition, the code cannot compile.