[1*] 1. Define

```
class Base {
public:
        virtual void iam() { cout << "Base\n"; }
};
```

Derive two classes from **Base**, and for each define **iam()** to write out the name of the class. Create objects of these classes and call **iam()** for them. Assign pointers to objects of the derived classes to **Base** pointers and call **iam()** through those pointers.

[2*] 2. Define a typical class hierarchy for chess pieces. Try to define an appropriate and enough public interface for each piece.