10 exercises to practice Inheritance Polymorphism:

1. Create a base class Animal with a virtual method MakeSound(). Create subclasses Dog, Cat, and Bird that inherit from Animal and override the MakeSound() method.
2. Create a base class Shape with a virtual method Draw(). Create subclasses Rectangle, Triangle, and Circle that inherit from Shape and override the Draw() method.
3. Create a base class Person with a virtual method Greet(). Create subclasses Teacher, Student, and Administrator that inherit from Person and override the Greet() method.
4. Create a base class Vehicle with a virtual method Drive(). Create subclasses Car, Truck, and Motorcycle that inherit from Vehicle and override the Drive() method.
5. Create a base class Food with a virtual method Eat(). Create subclasses Fruit, Vegetable, and Meat that inherit from Food and override the Eat() method.
6. Create a base class Animal with a virtual method Move(). Create subclasses Dog, Fish, and Bird that inherit from Animal and override the Move() method.
7. Create a base class Person with a virtual method Work(). Create subclasses Teacher, Student, and Administrator that inherit from Person and override the Work() method.
8. Create a base class Vehicle with a virtual method Start(). Create subclasses Car, Truck, and Motorcycle that inherit from Vehicle and override the Start() method.
9. Create a base class Shape with a virtual method CalculateArea(). Create subclasses Rectangle, Triangle, and Circle that inherit from Shape and override the CalculateArea() method.
10. Create a base class Animal with a virtual method Sleep(). Create subclasses Dog, Cat, and Bird that inherit from Animal and override the Sleep() method.