Polymorphism Example

1. Create the following class definition:

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| // CPP program to illustrate  // concept of Virtual Functions  #include<iostream>  using namespace std;    class base  {  public:      virtual void print () **//note the keyword virtual**      { cout<< "print base class" <<endl; }        void show ()      { cout<< "show base class" <<endl; }  };    class derived:public base  {  public:      void print ()      { cout<< "print derived class" <<endl; }        void show ()      { cout<< "show derived class" <<endl; }  };   1. **Create a main class as follows**     int main()  {      base \*bptr;      derived d;      bptr = &d; //the pointer for the base class now references the derived class        //virtual function, binded at runtime      bptr->print();        // Non-virtual function, binded at compile time      bptr->show();  } |

1. What output do you see?