

## Pure virtual function

```
#include<iostream.h>
#include<conio.h>
class base
{
int x;
public:
virtual void fun()=0;
int getX()
{
    return x;
}
};
class derived:public base
{
int y;
public:
void fun()
{
    cout<<"fun() called";
}
};
int main(void)
{
clrscr();
derived d;
d.fun();
return 0;
}
```