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## **Practical no 15: -**

**CODE:**

#include<iostream.h>

#include<conio.h>

class polygon

{

public:

float width,height;

void initialise(float a,float b)

{

width=a;

height=b;

}

virtual int area(void)=0;

};

class rectangle:public polygon

{

public:

int area()

{

return(width\*height);

}

};

class triangle:public polygon

{

public:

int area()

{

return(0.5\*width\*height);

}

};

void main()

{

rectangle r;

triangle t;

clrscr();

polygon \*m1, \*m2;

m1=&r;

m2=&t;

m1->initialise(4,3);

m2->initialise(5,2);

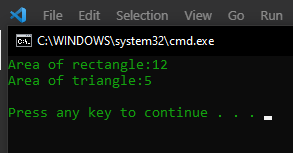
cout<<"Area of rectangle:"<<m1->area()<<endl;

cout<<"Area of triangle:"<<m2->area()<<endl;

getch();

}

**OUTPUT:**

****