// Base class

class Staff {

public:

string name = "Ford";

string encumber = "Some Value";

string department = "IT";

void myFunction() {

cout << "Printing something" ;

}

};

// Derived class

class TeachingStaff: public Staff {

public:

string independentAttribute = "Some data";

};

class NonTeachingStaff: public Staff {

public:

string independentAttribute = "Some data";

};

int main() {

TeachingStaff myObj;

myObj.myFunction();

myObj.myOtherFunction();

return 0;

}