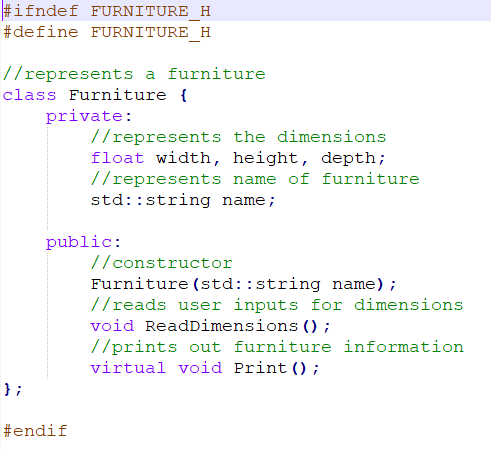
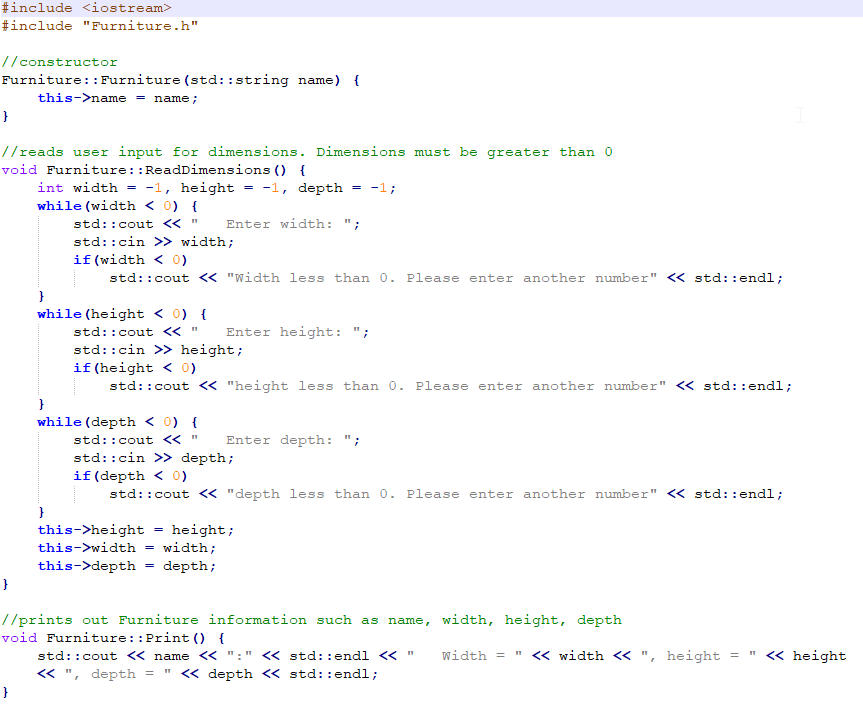
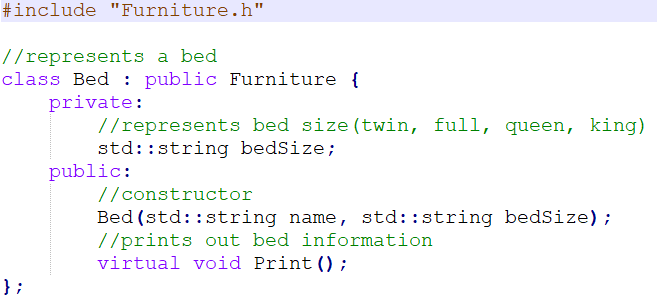
**Furniture.h**



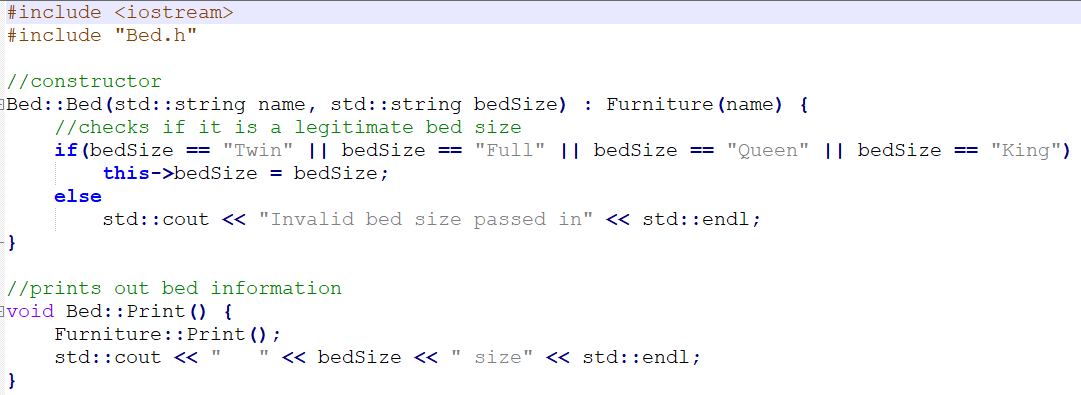
**Furniture.cpp**



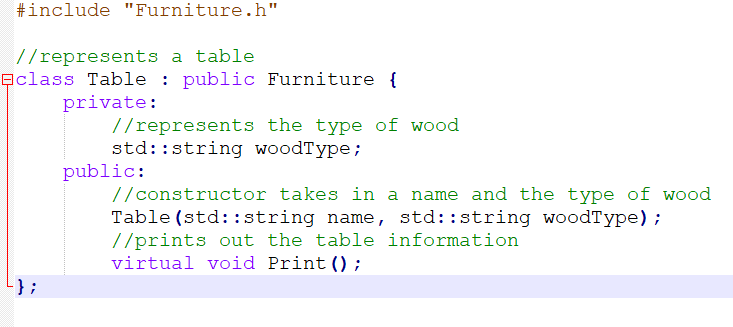
**Bed.h**



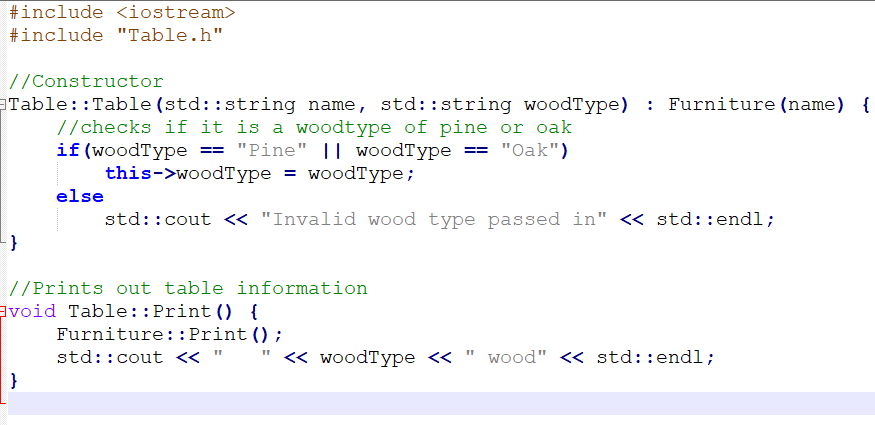
**Bed.cpp**



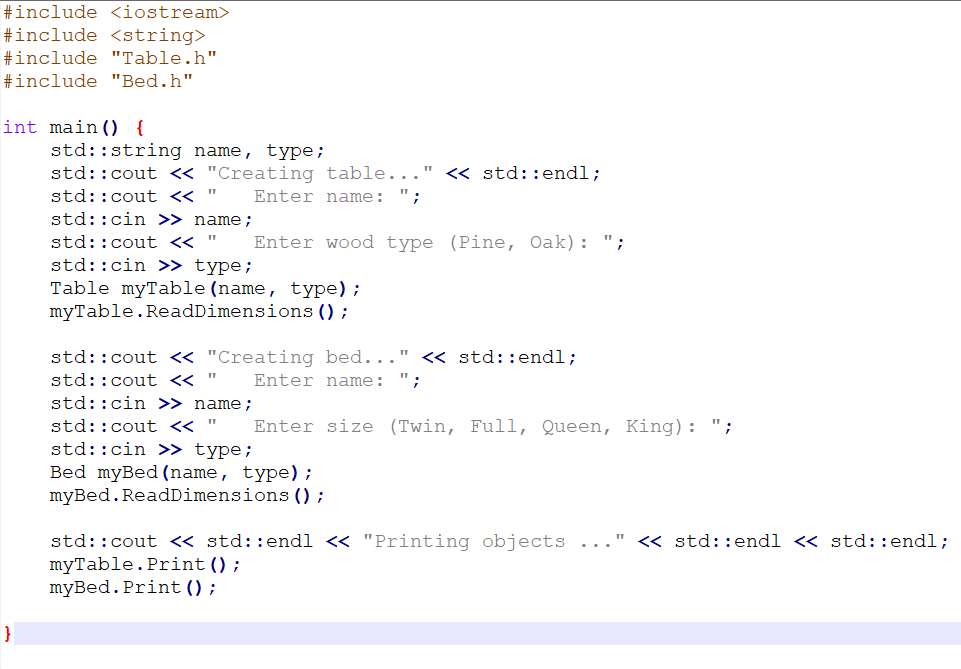
**Table.h**



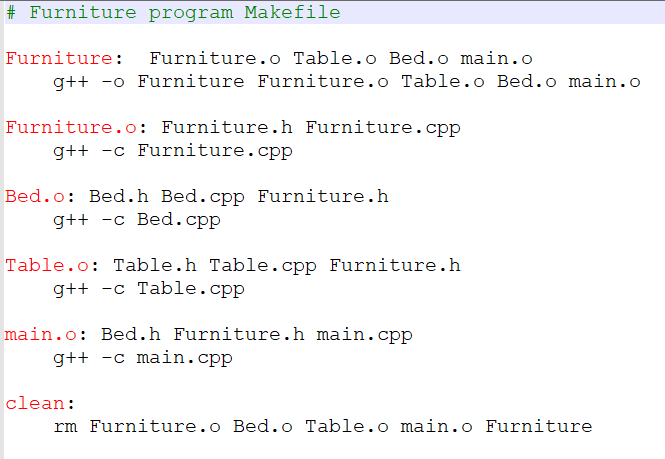
**Table.cpp**



**Main.cpp**



**Makefile**



**Console Output**

