

```
#include <iostream>

class Team {
protected:
std::string name;

public:
Team(const std::string& teamName) : name(teamName) {}

virtual void play() {
std::cout << "Playing as a team: " << name << std::endl;
}
};

class Germany : public Team {
public:
Germany() : Team("Germany") {}

void play() override {
std::cout << "Playing as Germany!" << std::endl;
}
};

class Argentina : public Team {
public:
Argentina() : Team("Argentina") {}

void play() override {
std::cout << "Playing as Argentina!" << std::endl;
}
};

class Brasil : public Team {
public:
Brasil() : Team("Brasil") {}

void play() override {
std::cout << "Playing as Brasil!" << std::endl;
}
};

int main() {
Team* teams[3];
```

```
teams[0] = new Germany();  
teams[1] = new Argentina();  
teams[2] = new Brasil();
```

```
for (int i = 0; i < 3; i++) {  
    teams[i]->play();  
}
```

```
// Clean up the allocated memory  
for (int i = 0; i < 3; i++) {  
    delete teams[i];  
}
```

```
return 0;  
}
```