#include<iostream>

using namespace std;

class base{

public:

int var1;

void display(){

cout<<"the value of the base var1 is "<<var1<<endl;

}

};

class derived : public base{

public:

int var2;

void display(){

cout<<"the value of the base var1 is "<<var1<<endl;

cout<<"the value of the derived var2 is "<<var2<<endl;

}

};

int main()

{

base \*base\_pointer;

//\*base\_pointer= &objbase;

base objbase;

derived objderived;

base\_pointer=&objderived;

base\_pointer->var1=58;

base\_pointer->display();

derived \*derived\_pointer;

derived\_pointer=&objderived;

derived\_pointer->var1=89;

derived\_pointer->var2=90;

derived\_pointer->display();

return 0;

}