```cpp
//OOP Lab 03 Publication


#include<iostream>
#include<string>
using namespace std;


class publication{
protected:
    string title;
    float price;
public:
    publication(){
    title = "";
    price = 0.0;
    }
    void input(){
    cout<<"Title: ";
    cin>>title;
    cout<<"Price: ";
    cin>>price;
    }
    void display(){
    cout<<" Information "<<endl;
    cout<<"Title: "<<title<<endl;
    cout<<"Price: "<<price<<endl;
    }
    ~publication(){
    cout<<"\nDestructor called!"<<endl;
    }
};

class book: public publication{
private:
int pages;
public:
void input(){
    cout<<"BOOK"<<endl;
    publication::input();
    cout<<"Pages: ";
    cin>>pages;
}
void display(){
    cout<<"\nBOOK";
    publication::display();
    try{
        if(pages<0)
        throw pages;
    }catch(int p){
 cout<<"Error! "<<p;
 pages=0;
 }
cout<<"Pages: "<<pages<<endl;
}
```

```cpp
};

class tape: public publication{
private:
    float time;
public:
    void input(){
        cout<<"\nTAPE"<<endl;
        publication::input();
        cout<<"Time(in min): ";
        cin>>time;
    }
    void display(){
        cout<<"\nTAPE";
        publication::display();
        try{if(time<0)
            throw time;
        }catch(float f){
        cout<<"Error! "<<f;
        time = 0;
        }
        cout<<"Time: "<<time<<endl;
    }
};



int main(){
book b;
b.input();
b.display();
tape t;
t.input();
t.display();
return 0;
}
```