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#include <iostream>

using namespace std;

class Animal {
public:

    Animal(string name) : name(name) {
        cout << "Animal constructor called." << endl;
    }

    ~Animal() {
        cout << "Animal destructor called." << endl;
    }

    string name;

    void MakeSound() {
        cout << name << " makes a generic animal sound." << endl;
    }
};

class Dog : public Animal {
private:
    int age;
public:

    Dog(string name, int age) : Animal(name), age(age) {
        cout << "Dog constructor called." << endl;
    }

    int GetAge() {
        return age;
    }
}
```

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void SetAge(int newAge) {
    age = newAge;
}

void MakeSound() {
    cout << name << " barks." << endl;
}
};

class Cat : public Animal {
public:
    Cat(string name) : Animal(name) {
        cout << "Cat constructor called." << endl;
    }

    void MakeSound() {
        cout << name << " meows." << endl;
    }
};

int main() {

    Dog myDog("Buddy", 3);
    Cat myCat("Whiskers");

    cout << myDog.name << " is " << myDog.GetAge() << " years old." << endl;
    myDog.MakeSound();
    myCat.MakeSound();
    return 0;
}

```

