DYNAMIC BINDING(CIRCLE AND RECTANGLE)

It is a program of dynamic binding.This C++ program is all about drawing shapes and shows how we can use classes to make our code flexible and organized.

we have two derived classes: Circle and Rectangle. Each of these classes gives its own ways on the draw() function. When you call draw() on a Circle, it says, "Drawing a circle," and for a Rectangle, it says, "Drawing a rectangle."

It is simply a type of polymorphism.