#include<iostream>

using namespace std;

class publication

{

public:

char title[20];

float price;

virtual void read()

{

cout<<"\nEnter the title:";

cin>>title;

cout<<"\nEnter the price:";

cin>>price;

}

virtual void show()

{

cout<<"Title:"<<title<<endl;

cout<<"Price:"<<price<<endl;

}

};

class book:public publication

{

public:

int page\_count;

void read()

{

cout<<"\nEnter the no of pages:";

cin>>page\_count;

}

void show()

{

cout<<"Page Count of book:"<<page\_count<<endl;

}

};

class tape:public publication

{

public:

float playtime;

void read()

{

cout<<"\nEnter the time in minutes:";

cin>>playtime;

}

void show()

{

cout<<"Playing time in tape:"<<playtime<<endl;

}

};

int main()

{

publication \*ptr;

publication obj;

book b;

tape t;

obj.read();

obj.show();

ptr=&b;

ptr->read();

ptr->show();

ptr=&t;

ptr->read();

ptr->show();

return 0;

}