**This is a C++ program it demonstrates hierarchical inheritance and method overriding in C++.**

It provides clear output based on the input value.

I am using **#inculde<iostream>** Header file for input output operation

**using namespace std;** It is a template for global declaration

The **Shape** is the base class, with Polygon inheriting from it.

**Derived Classes**: Polygon, Rectangle, Triangle, and Square.

**cin>>** it is console input.

Each class overrides the display () method to print a unique message. **cout<<** it is console output

**{ }** This is Curly braces

This program showing how inheritance and method overriding work. **Return 0;** It is function return NULL value

**Output:**

This is a shape

Polygon is a shape

Rectangle is a polygon

Triangle is a polygon

Square is a rectangle