

Question1: Write a definition in C++ for a function `concat` that takes two c-strings `s1` and `s2` and returns a char pointer to heap memory containing a copy of the concatenation of `s1` and `s2`.

Question 2: Define the following functions for the `Employee` class. Assume that the required functions in the `Person` class have already been defined

- Constructor
- Destructor
- Copy constructor
- Assignment operator (which allows cascading and checks if an object is being assigned to itself)

```
class person
{
    private:
        char* name; //points to dynamic array

    public:
        person() : name(0) {}
        person(char* a_name); //constructor
        person(const person& ); //copy constructor
        ~person();             //destructor
        person& operator=(const person&);
};

class employee : public person
{
    private:
        int id;
        char* dob; //points to dynamic array which will hold
the date of birth in the format 01-05-2010
    public:
        employee():id(0),dob(0){}
        employee(char* a_name,int id, char* dob);
        employee(const employee& );
        ~employee();
        employee& operator=(const employee&);
};
```

Write code in main that creates an array of 4 `Person` pointers. The first two elements of the array point to `Person` objects while the last 2 point to `Employee` objects. Then call a function `display()` on these pointers to display the corresponding objects. How will you write a function `display()` in the above classes so that the following is possible?

```
p[i]-> display(); //displays only name if p[i] points to a
person object but displays name,id and dob if p[i] points to an
employee object
```