Week 12-13

Q4. Using base class pointer to access derived class object

#include <iostream>

using namespace std;

class Base {

public:

void show() {

cout << "Base class show function." << endl;

}

};

class Derived : public Base {

public:

void display() {

cout << "Derived class display function." << endl;

}

};

int main() {

Base\* ptr = new Derived(); // Base pointer pointing to Derived object

ptr->show(); // Call base class method

// To access derived class method, we need to cast:

Derived\* dPtr = static\_cast<Derived\*>(ptr);

dPtr->display(); // Call derived class method

delete ptr; // Clean up memory

return 0;

}