Week 12-13

Q6. Program with pure virtual function

#include <iostream>

using namespace std;

class AbstractBase { // Abstract base class with pure virtual function

public:

virtual void show() = 0; // Pure virtual function making this an abstract class

};

class ConcreteDerived : public AbstractBase { // Concrete derived class implementing pure virtual function

public:

void show() override { // Override pure virtual function

cout << "ConcreteDerived implementation of show." << endl;

}

};

int main() {

AbstractBase\* ptr = new ConcreteDerived(); // Pointer of type AbstractBase pointing to ConcreteDerived

ptr->show(); // Calls ConcreteDerived's implementation

delete ptr; // Clean up memory

return 0;

}