## Run 1:

```
8
9    int main()
10   {
11       // Create an array of Ship pointers, initialized with
12       // the addresses of 3 dynamically allocated objects.
13       Ship *ships[3] = { new Ship("Lolipop", "1960"),
14                          new CruiseShip("Disney Magic", "1998", 2400),
15                          new CargoShip("Black Pearl", "1800", 50000)
16                        };
17
```

```
▶ vedantsinha@macbookpro PA12 % ./ShipApp
 Ship Name: Lolipop
 Year Built: 1960
 ─────────────────────────────
 Cruise Ship Name: Disney Magic
 Max Passengers: 2400
 ─────────────────────────────
 Cargo Ship Name: Black Pearl
 Cargo Capacity: 50000 tons
 ─────────────────────────────
```

## Run 2

```
8
9    int main()
10   {
11       // Create an array of Ship pointers, initialized with
12       // the addresses of 3 dynamically allocated objects.
13       Ship *ships[3] = { new Ship("Endeavour", "1764"),
14                          new CruiseShip("Ocean Queen", "2015", 3200),
15                          new CargoShip("Iron Titan", "2009", 75000)
16                        };
17
```

```
▶ vedantsinha@macbookpro PA12 % ./ShipApp
 Ship Name: Endeavour
 Year Built: 1764
 ─────────────────────────────
 Cruise Ship Name: Ocean Queen
 Max Passengers: 3200
 ─────────────────────────────
 Cargo Ship Name: Iron Titan
 Cargo Capacity: 75000 tons
 ─────────────────────────────
```

## Run 3:

```
8
9    int main()
10   {
11       // Create an array of Ship pointers, initialized with
12       // the addresses of 3 dynamically allocated objects.
13       Ship *ships[3] = { new Ship("Aurora", "1899"),
14                          new CruiseShip("Seabreeze", "2022", 4100),
15                          new CargoShip("Steel Wave", "1995", 68000)
16                        };
17
```

```
▶ vedantsinha@macbookpro PA12 % ./ShipApp
 Ship Name: Aurora
 Year Built: 1899
 ─────────────────────────────
 Cruise Ship Name: Seabreeze
 Max Passengers: 4100
 ─────────────────────────────
 Cargo Ship Name: Steel Wave
 Cargo Capacity: 68000 tons
 ─────────────────────────────
```

## Run 4:

```
8
9     int main()
10    {
11        // Create an array of Ship pointers, initialized with
12        // the addresses of 3 dynamically allocated objects.
13        Ship *ships[3] = { new Ship("Neptune's Call", "2001"),
14                           new CruiseShip("Paradise Dream", "2010", 2700),
15                           new CargoShip("Mega Haul", "2018", 92000)
16                         };
17
```

```
vedantsinha@macbookpro PA12 % ./ShipApp
Ship Name: Neptune's Call
Year Built: 2001
_____
Cruise Ship Name: Paradise Dream
Max Passengers: 2700
_____
Cargo Ship Name: Mega Haul
Cargo Capacity: 92000 tons
_____
```

## Run 5:

```
8
9     int main()
10    {
11        // Create an array of Ship pointers, initialized with
12        // the addresses of 3 dynamically allocated objects.
13        Ship *ships[3] = { new Ship("Mystic Wind", "1993"),
14                           new CruiseShip("Sunset Cruiser", "2005", 1500),
15                           new CargoShip("Cargo King", "1987", 45500)
16                         };
17
```

```
vedantsinha@macbookpro PA12 % ./ShipApp
Ship Name: Mystic Wind
Year Built: 1993
_____
Cruise Ship Name: Sunset Cruiser
Max Passengers: 1500
_____
Cargo Ship Name: Cargo King
Cargo Capacity: 45500 tons
_____
```