

(Lecture 19) Program for class Inheritance

```
#include <iostream>
```

```
#include <conio.h>
```

```
using namespace std;
```

```
class Animal
```

```
{ public:
```

```
void move ( )
```

```
{ cout << " Move of Animal ";
```

```
}
```

```
};
```

```
class Horse: public Animal
```

```
{
```

```
public:
```

```
void move ( )
```

```
{ cout << " \n Run ";
```

```
}
```

```
};
```

```
int main ( )
```

```
{
```

```
class Animal a;  
class Horse h;  
a.move ( );  
h.move ( );  
getche ( );  
}
```

-: Some Definitions:-

Function Over-riding:-

A function with same name and same parameters but with different class.

Function Overloading:-

In a program, the function with same name but different parameters (different type or different parameters)