

## Cube.cpp

```
1 Cube::print_1() {
2     cout << "Cube" << endl;
3 }
4
5 Cube::print_2() {
6     cout << "Cube" << endl;
7 }
8
9 virtual Cube::print_3() {
10    cout << "Cube" << endl;
11 }
12
13 virtual Cube::print_4() {
14    cout << "Cube" << endl;
15 }
16
17 // In .h file:
18 virtual print_5() = 0;
19
20
21
22
```

## RubikCube.cpp

```
1 // No print_1() in RubikCube.cpp
2
3
4
5 RubikCube::print_2() {
6     cout << "Rubik" << endl;
7 }
8
9 // No print_3() in RubikCube.cpp
10
11
12
13 RubikCube::print_4() {
14     cout << "Rubik" << endl;
15 }
16
17 RubikCube::print_5() {
18     cout << "Rubik" << endl;
19 }
20
21
22
```