

Computing for Animation CA1 workshop 4

Here are two class definitions (attributes only). Using the generalization, put them into an appropriate classification hierarchy so that both inherit from a common base class. And add appropriate methods including different constructor types.

```
class Book
{
    string title;
    string author;
    string publisher
    string ISBN
}
class Journal
{
    string title;
    string editor;
    string publisher
    string ISBN
}
```

Write a main() program (library application) to tes