#include <iostream>

#include <string>

using namespace std;

class Employee {

public:

Employee(string theName, float thePayRate);

string getName();

float getPayRate();

protected:

string name;

float payRate;

};

Employee::Employee(string theName, float thePayRate)

{

}

string Employee::getName()

{

}

float Employee::getPayRate()

{

}

class Student{

public:

Student(double gpa, int cwid);

double getGpa();

int getID();

private:

int cwid;

double gpa;

};

Student::Student(double gpa, int cwid)

{

}

double Student::getGpa()

{

}

int Student::getID()

{

}

class Student\_Employee : public Employee, public Student

{

public:

//inherit the constructor from Employee and Student class

Student\_Employee

//declare the friend function printALL here

friend

};

void printALL(Student\_Employee s)

{

}

int main()

{

Student\_Employee s1("Jake", 13.5, 3.5, 893298776);

printALL(s1);

system("pause");

return 0;

}

Expect output:

