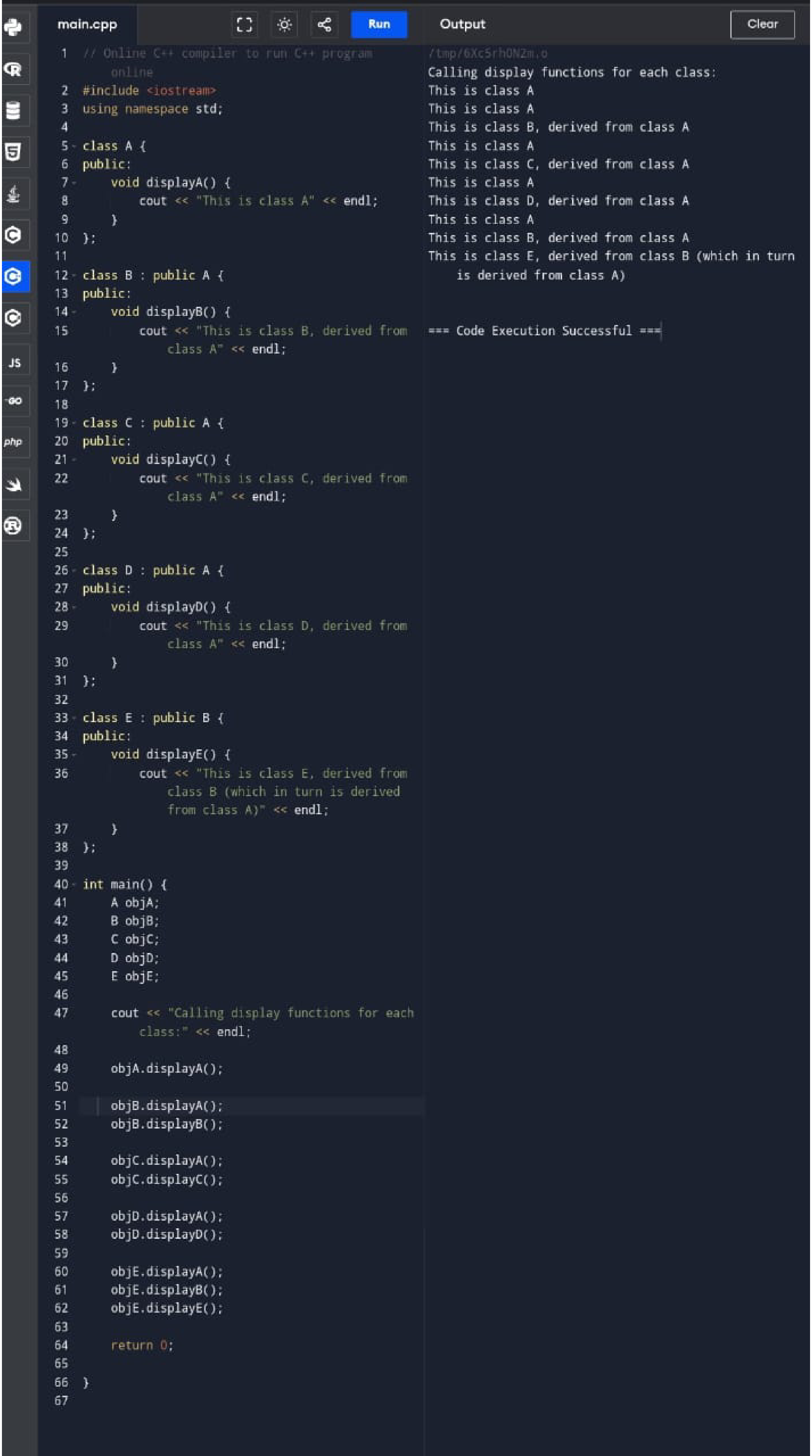

```cpp
// Online C++ compiler to run C++ program online
#include <iostream>
using namespace std;

class A {
public:
    void displayA() {
        cout << "This is class A" << endl;
    }
};

class B : public A {
public:
    void displayB() {
        cout << "This is class B, derived from class A" << endl;
    }
};

class C : public A {
public:
    void displayC() {
        cout << "This is class C, derived from class A" << endl;
    }
};

class D : public A {
public:
    void displayD() {
        cout << "This is class D, derived from class A" << endl;
    }
};

class E : public B {
public:
    void displayE() {
        cout << "This is class E, derived from class B (which in turn is derived from class A)" << endl;
    }
};

int main() {
    A objA;
    B objB;
    C objC;
    D objD;
    E objE;

    cout << "Calling display functions for each class:" << endl;

    objA.displayA();

    objB.displayA();
    objB.displayB();

    objC.displayA();
    objC.displayC();

    objD.displayA();
    objD.displayD();

    objE.displayA();
    objE.displayB();
    objE.displayE();

    return 0;

}
```

```
/tmp/6Xc5rhON2m.o
Calling display functions for each class:
This is class A
This is class A
This is class B, derived from class A
This is class A
This is class C, derived from class A
This is class A
This is class D, derived from class A
This is class A
This is class B, derived from class A
This is class E, derived from class B (which in turn is derived from class A)


=== Code Execution Successful ===
```