#include<iostream>

#include<conio.h>

using namespace std;

class A

{

public:

void display1()

{

cout<<"class a fuction";

}

};

class b:public A

{

public:

void display2()

{

cout<<"class b function";

}

};

class c:public A

{

public:

void display3()

{

cout<<"class c function";

}

};

class d:public b,public c

{

public:

void display4()

{

cout<<"class d function";

}

};

int main()

{

d obj;

obj.display2();

obj.display3();

obj.display4();

c obj1;

obj1.display1();

return 0;

}