```
1: //Multilevel inheritance
 2: //same as single here we go up to C D E F like wise
 3: //here Ticket Counter we are making
 4: #include<iostream>
 5: using namespace std;
 7: class PVR{
 8:
        public:
9:
10:
            pvr1(){
11:
                 int seatnos,totalbill,seattype,eachseatrate;
12:
                 cout<<"Enter Seatype you want for executive press 1"<<endl;</pre>
13:
                cout<<"Enter Seatype you want for recliner press 2"<<endl;</pre>
14:
                cout<<"Enter Seatype you want for sofa press 3"<<endl;</pre>
15:
                cin>>seattype;
16:
17:
                if(seattype=1){
18:
                     string seattypee ="Executive";
19:
                     eachseatrate = 400;
20:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
21:
                     cin>>seatnos;
22:
23:
                totalbill = seatnos*eachseatrate;
24:
                cout<<"Total Amout of"<<seatnos<<"for"<<seattypee<<"are"<<totalbill<<endl;</pre>
25:
                }
26:
                else if(seattype=2){
27: //
                    seattypee"Recliner";
28:
                     eachseatrate = 500;
29:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
30:
                    cin>>seatnos;
31:
32:
               totalbill = seatnos*eachseatrate;
                cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
33:
34:
                }
35:
                else{
36: //
                    seatypee="Sofa";
37:
                     eachseatrate = 600;
38:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
39:
                     cin>>seatnos;
40:
41:
                totalbill = seatnos*eachseatrate;
42:
                cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
43:
                }
44:
45:
           }
46:
47: };
49: class Drivein:public PVR{
50:
        public:
51:
52:
            Drivein1(){
53:
                int seatnos,totalbill,seattype,eachseatrate;
54:
                cout<<"Enter Seatype you want for executive press 1"<<endl;</pre>
55:
                cout<<"Enter Seatype you want for recliner press 2"<<endl;</pre>
56:
                cout<<"Enter Seatype you want for sofa press 3"<<endl;</pre>
57:
                cin>>seattype;
58:
59:
                if(seattype=1){
60: //
                     seattypee="Executive";
61:
                     eachseatrate = 250;
```

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62:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
 63:
                     cin>>seatnos;
 64:
 65:
                totalbill = seatnos*eachseatrate;
 66:
                 cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
 67:
                }
 68:
                 else if(seattype=2){
                     seattypee="Recliner"
 69: //
 70:
                     eachseatrate = 300;
 71:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
 72:
                     cin>>seatnos;
 73:
 74:
                totalbill = seatnos*eachseatrate;
 75:
                 cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
 76:
                }
 77:
                else{
 78: //
                     seatypee="Sofa";
 79:
                     eachseatrate = 400;
 80:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
 81:
                     cin>>seatnos;
 82:
 83:
                totalbill = seatnos*eachseatrate;
 84:
                 cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
 85:
                 }
 86:
 87:
             }
 88:
 90: class Cinemax:public Drivein{
 91:
         public:
 92:
 93:
             Cinemax1(){
 94:
                 int seatnos,totalbill,seattype,eachseatrate;
 95:
                 cout<<"Enter Seatype you want for executive press 1"<<endl;</pre>
 96:
                 cout<<"Enter Seatype you want for executive press 2"<<endl;</pre>
 97:
                 cout<<"Enter Seatype you want for executive press 3"<<endl;</pre>
 98:
                 cin>>seattype;
 99:
100:
                if(seattype=1){
101: //
                     seatypee="Executive";
                     eachseatrate = 250;
102:
103:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
104:
                     cin>>seatnos;
105:
106:
                totalbill = seatnos*eachseatrate;
107:
                 cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
108:
109:
                else if(seattype=2){
110:
111: //
                     seatypee="recliner";
112:
                     eachseatrate = 300;
113:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
114:
                     cin>>seatnos;
115:
116:
                totalbill = seatnos*eachseatrate;
117:
                 cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
118:
                }
119:
                else{
120: //
                     seatypee="Sofa";
121:
                     eachseatrate = 300;
122:
                     cout<<"Enter Number of Executive Seats you want to book:"<<endl;</pre>
```

```
123:
                     cin>>seatnos;
124:
125:
                 totalbill = seatnos*eachseatrate;
126:
                 cout<<"Total Amout of"<<seatnos<<"for"<<seattype<<"are"<<totalbill<<endl;</pre>
127:
                 }
128:
            }
129:
130:
131: };
132: main(){
133:
         Cinemax obj;
134:
         int theater;
135:
136:
         while(1){
             cout<<"press 1 for PVR Theater"<<endl;</pre>
137:
138:
             cout<<"Press 2 for Drivein Theater"<<endl;</pre>
             cout<<"Press 3 for Cinemax Theater"<<endl;</pre>
139:
             cin>>theater;
140:
141:
142:
             if(theater== 1){
143:
                 obj.pvr1();
144:
             else if(theater == 2){
145:
146:
                 obj.Drivein1();
147:
             else{
148:
                 obj.Cinemax1();
149:
150:
             }
151:
         }
152: }
```