```cpp
#include <iostream>

using namespace std;

class COMPUTER {
public:
    void Printer(){
    cout<<"It is connected to a Printer"<<endl;
    }
};
class CLIENT:public COMPUTER {
    };
class SERVER:public COMPUTER{
};

int main()
{
    COMPUTER COMPUTER;
    COMPUTER.Printer();

    CLIENT CLIENT;
    CLIENT.Printer();

    SERVER SERVER;
    SERVER.Printer();

     return 0;
}
```