

```
1  #include <iostream>
2
3  using namespace std;
4
5  class COMPUTER {
6  public:
7      void Printer(){
8          cout<<"It is connected to a Printer"<<endl;
9      }
10 };
11 class CLIENT:public COMPUTER {
12 };
13 class SERVER:public COMPUTER{
14 };
15
16 int main()
17 {
18     COMPUTER COMPUTER;
19     COMPUTER.Printer();
20
21     CLIENT CLIENT;
22     CLIENT.Printer();
23
24     SERVER SERVER;
25     SERVER.Printer();
26
27     return 0;
28 }
29
```