#include <iostream>

using namespace std;

class Base {

protected:

int num1;

public:

Base(int a) : num1(a) {}

};

class FirstDerived : public Base {

protected:

int num2;

public:

FirstDerived(int a, int b) : Base(a), num2(b) {}

};

class SecondDerived : public FirstDerived {

public:

SecondDerived(int a, int b) : FirstDerived(a, b) {}

void displaySum() {

cout << "Sum of the two numbers: " << num1 + num2 << endl;

}

};

int main() {

SecondDerived obj(5, 10);

obj.displaySum();

return 0;

}