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#include<iostream>
#include "derived.h"

using namespace std;

Derived::Derived(int i, char c, double f)
    : BaseOne(i), BaseTwo(c), real(f) {}

double Derived::getReal()const
{
    return real;
}

ostream &operator<<(ostream& output, const Derived &d)
{
    output << "Integer: " << d.num
        << "\n Character: " << d.letter
        << "\n Real Number: " << d.real;

    return output;
}
```