```cpp
#include <iostream>

#include "BaseOne.h"
#include "BaseTwo.h"
#include "derived.h"

using namespace std;

int main()
{
    BaseOne b1(10);
    BaseOne *baseOnePtr = 0;
    BaseTwo b2('z');
    BaseTwo *baseTwoPtr = 0;
    Derived d(7,'a',3.5);

    cout  << "Object b1 contains integer " << b1.getData()
          << "\nObject b2 contains character " << b2.getData()
          << "\nObject d contains:\n " << d << "\n\n";

    cout   << "Data members of Derived can be"
          << " accessed individually:"
          << "\n Integer: " << d.BaseOne::getData()
          << "\n Character: " << d.BaseTwo::getData()
          << "\n Real Number: " << d.getReal() << "\n\n";

    cout   << "Derived can be treated as an"
          << "object of either base class:\n";

    baseOnePtr = &d;
    cout   << "baseOnePtr->getData() yields "
          << baseOnePtr->getData() << "\n";

    baseTwoPtr = &d;
    cout   << "baseTwoPtr->getData() yields "
          << baseTwoPtr->getData() << "\n";

    return 0;
}
```