#include <iostream>

class f {

private:

int a;

public:

f() : a(3) {}

int Get\_a();

};

class g : public f {

private:

double a;

public:

g() : a(3.14) {}

double Get\_a();

};

int f::Get\_a()

{

return a;

}

double g::Get\_a()

{

return a;

}

using namespace std;

int main()

{

//f g1;

g g1;

cout << "a = " << g1.Get\_a();

return 0;

}