```cpp
#include<iostream.h>
#include<conio.h>
class student
{
int rn;
char name[20];
public:
void getdata()
{
cout<<"Enter roll number=> ";
cin>>rn;
cout<<"Enter name=> ";
cin>>name;
}
void display()
{
cout<<"Roll Number=> "<<rn<<endl;
cout<<"Name=> "<<name;
}
};
class department:public student
{
char dep_name[10];
public:
void readdata()
{
getdata();
cout<<"Enter your class name: ";
cin>>dep_name;
}
void putdata()
{
display();
cout<<"\nDepartment=> "<<dep_name;
}
};
class game:public student
{
char game[10];
public:
void readans()
{
getdata();
cout<<"Enter game name: ";
cin>>game;
```

```cpp
}
void putans()
{
display();
cout<<"\nGame Name=> "<<game;
}
};
int main()
{
department d;
game g;
clrscr();
d.readdata();
g.readans();
d.putdata();
g.putans();
getch();
return(0);
}
```