```cpp
#include<iostream.h>
#include<conio.h>

//Declaring base class A

class student
{
int rn;
char name[20];
public: void getdata()
{
cout<<"Enter the roll number: ";
cin>>rn;
cout<<"Enter name: ";
cin>>name;
}
void display()
{
cout<<"Roll nmber=> "<<rn<<endl;
cout<<"Name=> "<<name<<endl;
}
};

//Inheriting the properties of Class A i.e student into class B

class test:public student
{
int sub1,sub2;
public:
void readdata()
{
getdata();
cout<<"Enter the marks of CPP: ";
cin>>sub1;
cout<<"Enter the marks of Maths: ";
cin>>sub2;
}
void putdata()
{
display();
cout<<"CPP marks=> "<<sub1<<endl;
cout<<"Maths marks=> "<<sub2<<endl;
}
};
```

```cpp
//Making another base class C i.e Game in this case

class game
{
char game[20];
public:
void indata()
{
cout<<"Enter game name: ";
cin>>game;
}
void displaydata()
{
cout<<"Game name=> "<<game<<endl;
}
};

//Inheriting intermediate class B i.e test and base class C into class D

class detail:public test,public game
{
public:
void combdata()
{
readdata();
indata();
}
void dispdata()
{
putdata();
displaydata();
}
};
int main()
{
detail d;
clrscr();
d.combdata();
cout<<"\n============================================================="<<endl;
d.dispdata();
cout<<"=============================================================";
getch();
return(0);
}
```