

```
#include<iostream>

Using namespace std;

Class A
{
    Public:
        Int n1;
        Void display1()
        {
            Cout<<"enter the value of A:";
            Cin>>n1;
        }
};

Class B{
    Public:
        Int n2;
        Void display2()
        {
            Cout<<"enter the value of B:";
            Cin>>n2;
        }
};

Class C:public A,public B
{
    Public:
        Int n3;
        Void display3()
        {
            Cout<<"enter the value of C:";
            Cin>>n3;
        }
};
```

```
        }  
};  
  
Int main() {  
    C obj;  
    Obj.display1();  
    Obj.display2();  
    Obj.display3();  
    Cout<<"the value of A is: "<< obj.n1 <<endl;  
    Cout<<"the value of Bis: "<< obj.n2 <<endl;  
    Cout<<"the value of C is: "<< obj.n3 <<endl;  
    Return 0;  
}
```