Main.cpp\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#include <iostream>

#include "Mother.h"

#include "Son.h"

#include <string>

using std::string;

using namespace std;

int main()

{

string LastName;

Mother Says;

Son SonSays;

cin >> LastName ;

cout << LastName << endl;

cout << "Mother's";

Says.SayLastName(LastName);

cout << "Son's";

SonSays.SayLastName(LastName);

return 0;

}

Mother.h\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#ifndef MOTHER\_H

#define MOTHER\_H

//for some reason i must use

// std::string;

using std::string;

class Mother

{

public:

Mother();

string SayLastName(string x);

private:

string namex;

string namey;

string namez;

};

#endif // MOTHER\_H

Mother.cpp\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#include <iostream>

#include "Mother.h"

#include "Son.h"

#include <string>

//using std::string;

using namespace std;

using std::string;

Mother::Mother()

{

}

string Mother::SayLastName(string x)

{

cout<<" last name is "<< x << endl;

}

Son.h\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

#ifndef SON\_H

#define SON\_H

// this is the syntax for inheritance

class Son: public Mother

{

public:

Son();

protected:

private:

};

#endif // SON\_H