

Topic: WAP to implement multiple inheritance

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```
#include <iostream>
using namespace std;
class Animal
{
public:
void display1()
{
cout << "Attributes of animal" << endl;
}
}
class Fish : virtual public Animal
{
public:
void display2()
{
cout << "Attributes of Fish" << endl;
}
};
class Mammal : virtual public Animal
{
public:
void display3()
{
cout << "Attributes of a Mammal" << endl;
}
};
```



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```
class whale : public fish, public mammal
```

```
{
```

```
public:
```

```
void display4()
```

```
{
```

```
display1();
```

```
display2();
```

```
display3();
```

```
cout << "its a whale" << endl;
```

```
}
```

```
};
```

```
int main()
```

```
{
```

```
whale w;
```

```
w.display4();
```

```
return 0;
```

```
}
```