#include <iostream>

using namespace std;

class base

{

int data1;

public:

int data2;

void setdata(void);

int getdata1();

int getdata2();

};

void base :: setdata()

{

data1=10;

data2=20;

}

int base :: getdata1()

{

return data1;

}

int base :: getdata2()

{

return data2;

}

class derived : public base

{

int data3;

public:

void process();

void display();

};

void derived :: process()

{

data3=30;

}

void derived :: display()

{

cout<<"the value of data1 "<<getdata1()<<endl;

cout<<"the value of data2 "<<data2<<endl;

cout<<"the value of data3 "<<data3<<endl;

}

int main() {

derived d;

d.setdata();

d.process();

d.display();

return 0;

}

/\*

the value of data1 10

the value of data2 20

the value of data3 30

\*/