ASSIGNMENT NO:-6

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BATCH:- S2

QUE:- Ambiguity in Inheritance.

```
(A):-
```

```
CODE:-
```

```
#include <bits/stdc++.h>
using namespace std;
class ALPHA
{
public:
  int x;
  ALPHA(int x)
 {
   this->x = x;
 }
};
class BETA
{
public:
  int y;
  BETA(int y)
  {
   this->y = y;
  }
```

```
};
class GAMMA: public ALPHA, public BETA
{
private:
  int m, n;
public:
  GAMMA(int x, int y, int m, int n): ALPHA(x), BETA(y)
  {
    this->m = m;
    this->n = n;
  }
  void display()
  {
    cout << x << endl;
    cout << y << endl;
    cout << m << endl;
    cout << n << endl;
  }
};
int main()
{
  GAMMA T(1, 2, 3, 4);
  T.display();
  return 0;
}
```

OUTPUT:-

```
• it@it-OptiPlex-5000:~/Desktop/Hitman _45$ g++ ass6.cpp
• it@it-OptiPlex-5000:~/Desktop/Hitman _45$ ./a.out
1
2
3
4
• it@it-OptiPlex-5000:~/Desktop/Hitman _45$
```

(B):-

CODE:-

```
#include <bits/stdc++.h>
using namespace std;
class square
{
public:
  int s;
  square()
  {
  }
  square(int s)
  {
    this->s = s;
  }
  int Area()
  {
    return s * s;
  }
};
```

```
class rectangle
{
public:
  int l, b;
  rectangle()
  {
  }
  rectangle(int I, int b)
  {
    this->l = l;
    this->b = b;
  }
  int Area()
  {
    return I * b;
  }
};
class shape: public square, public rectangle
{
public:
  shape(int s, int l, int b) : square(s), rectangle(l, b)
  {
  }
};
int main()
{
  shape A(2,3,4);
```

```
square *S;
S = &A;
int sq = S->Area();
rectangle *R;
R = &A;
int ar = R->Area();
cout << "Area of square is :" << sq << endl;
cout << "Area of rectangle is :" << ar << endl;
return 0;
}</pre>
```

OUTPUT:-

```
• it@it-OptiPlex-5000:~/Desktop/Hitman _45$ g++ shape.cpp
• it@it-OptiPlex-5000:~/Desktop/Hitman _45$ ./a.out
Area of square is :4
Area of rectangle is :12
• it@it-OptiPlex-5000:~/Desktop/Hitman _45$
```