P3)

#include <iostream>

#include <string>

using namespace std;

class vehichle

{ protected:

string vbrand;

string vcolor;

void setVData()

{ cout<<"enter vehicle brand and color\n";

cin.clear();

cin>>vbrand>>vcolor;

}

void dispVData()

{ cout<<"vehicle brand:"<<vbrand<<endl;

cout<<"vehicle color:"<<vcolor<<endl;

}

};

class FourWheeler: public vehichle

{ string vtype;

string vname;

public:

void setFWData()

{ setVData();

cout<<"enter vehicle type and name \n";

cin>>vtype>>vname;

}

void dispFWData()

{ dispVData();

cout<<"vehichletype:"<<vtype<<endl;

cout<<"vehicle name"<<vname<<endl;

}

};

class TwoWheeler: protected vehichle

{ public :

string vtype;

string vname;

void setTWData()

{ setVData();

cout<<"enter vehicle type and name \n";

cin>>vtype>>vname;

}

void dispTWData()

{ dispVData();

cout<<"vehichletype:"<<vtype<<endl;

cout<<"vehicle name"<<vname<<endl;

}

};

int main()

{ TwoWheeler tw;

FourWheeler fw;

tw.setTWData();

fw.setFWData();

tw.dispTWData();

fw.dispFWData();

return 0;

}

OUTPUT:

