P6)

#include <iostream>

using namespace std;

class A

{ public:

int a;

void setA(int a1)

{ a=a1;}

};

class B: public virtual A

{ public:

int b;

void setB(int b1)

{b=b1;}

};

class C: public virtual A

{ public:

int c;

void setC(int c1)

{ c=c1;}

};

class D:public C,public B

{ public:

void disp()

{ cout<<"a="<<a;

cout<<"\nb="<<b;

cout<<"\nc="<<c;

}

};

int main()

{ D obj;

obj.setA(2);

obj.setB(3);

obj.setC(4);

obj.disp();

return 0;

}

OUTPUT:

