/\* WAP USING MULTIPLE INHERITANCE FOR THE CLASSES STUDENT, GAME AND PERSON \*/

#include<iostream.h>

#include<stdio.h>

#include<conio.h>

class person{ char name[21];

int age;

public:

void indata()

{cout<<"\n\nEnter the name of Student: " ;

gets(name);

cout<<"\n\nEnter the age : ";

cin>>age;

}

void outdata();

};

void person::outdata()

{

cout<<"\n\n";

for(int i=0; i<79; i++)

cout<<"-";

cout<<"\n\nName of the student is: "<<name;

cout<<"\n\nAge of the student is : "<<age;

}

class game {

char game\_name[20];

public:

void input()

{

cout<<"\n\nEnter the game name : ";

cin.get();cin.getline(game\_name,20);

}

void output()

{

cout<<"\n\nGame opted by the student is : "<<game\_name;

}

};

class student: public person, public game

{ float Tmarks;

int rollno;

public:

char calgrade()

{if(Tmarks>90)

return 'A';

else if(Tmarks>80&&Tmarks<=90)

return 'B';

else if(Tmarks>70&&Tmarks<=80)

return 'C';

else if(Tmarks>60&&Tmarks<=70)

return 'D';

else

return 'E';

}

void enter()

{

indata();

cout<<"\n\nEnter the roll number: "; cin>>rollno;

input();

cout<<"\n\nEnter total marks (out of 100) : ";

cin>>Tmarks;

}

void display()

{

outdata();

cout<<"\n\nRoll number : "<<rollno;

output();

cout<<"\n\nTotal marks are : "<<Tmarks;

cout<<"\n\nGrade = "<<calgrade();

}

};

void main()

{ clrscr();

student A;

A.enter();

cout<<”\n\nstudent details are : \n\n”;

A.display();

getch();

}

Output:

Enter the name of student : Mahendra

Enter the age : 17

Enter the roll number: 21

Enter the game name : Cricket

Enter total marks (out of 100) : 99

Student Details are :

Name of the student is: Mahendra

Age of the student is : 17

Roll number : 21

Game opted by the student is : Cricket

Total marks are : 99

Grade = A