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// Using inheritance make product and manufacturer classes
#include <iostream>
using namespace std;
class Product
    long serial;
    char name[50];
public:
    Product()
        cout << "Enter Product Details : \n";</pre>
        cout << "Serial : ";</pre>
        cin >> serial;
        cout << "Product Name : ";</pre>
        cin >> name;
    }
    void show_product()
        cout << "Product Serial : " << serial << endl;</pre>
        cout << "Product Name : " << name << endl;</pre>
};
class Manufacturer
    char name[50];
    char state[50];
public:
    Manufacturer()
        cout << "Enter Manufacturer Details : \n";</pre>
        cout << "Name : ";</pre>
        cin >> name;
        cout << "State : ";</pre>
        cin >> state;
    }
    void show_manufacturer()
        cout << "Manufacturer Name : " << name << endl;</pre>
        cout << "State : " << state << endl;</pre>
};
class NCDT : public Product,public Manufacturer
public:
    void display()
        cout << "----\n";
        show_product();
        show_manufacturer();
    }
};
int main()
    NCDT a;
    cout << endl;</pre>
    a.display();
}
OUPUT:
Enter Product Details :
Serial : 12312
Product Name : Bag
Enter Manufacturer Details :
```

Name : Amazon State : Delhi

Product Serial : 12312 Product Name : Bag Manufacturer Name : Amazon

State : Delhi