INHERITANCE: It is a property of which I class objects the Waperties of another class objects.

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(Rylling)

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price gitte getter

TYPES OF INNERITANCE:

1. Single: -

class a

class be public a

(in telling) i control or the a

2. Multi level : -

class a dept of the the Jota of

class b; public a

clars c public b

3. Multiple:

class a

class b

class c: public a, public b

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4. Hirorchical : -.
   class a f }.
                             A D C
     class c: fublic a
-> wing namespace stil;
  # include < iastroam>
  class abc.
                                 Partial and and and
   private: int a, b;
                                  The state of the state of the
    public: void get ()
                                  Standard Server
                 coul << "enter a, b"; cin >> a >> b;
           void display ()
                                  112 hardwin
                                  the way and
            loud << a << "
} cout << endl;
                                " ecb;
   class xy 2: public abc
    private: int x, y;
    public: void read ()
                   cout << "enter x, y"; cin >> x >> y;
```

0/0:-Void display Void write () Enter 11, b: 1 2 enter 1, y = 3. 4 and << x << " " << y; 3 4 the state of the main () L Nyt p; p. get (); p. read (); p. display (); p. write (); I sometimes define. MULTI LEVEL INHERITANCE; The top Theory -> using namespace stel; Age has a Mark # include < iostream > class AbC private: int a, b; public; void get () cout << " enter a, b"; cin >> a>> b; A MARIE AND THE void display () cout << a << " " << b;

```
class xy 2: public ab c
                                 A PARTIE NOT
private: int x, y;
 public: void read ()
               tout. << " enter. ", y"; cin >> x >> y;
            void display ()
              cout << x << " " << y;
 class m no: public xy t
   private: int m, n;
   public ! void in ()
              cout << " entir m, n"; cin >> im>> n;
             road out ( )
              Laut << m << " " << m;
  main ()
              的对象。"我就是我的人。"
   p. get (); p. read (); pain (); p. write (); p. in ();
  pout (); p. display ();
```

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The state of the second
-> using namespace std;
  # include < i ostrom >
                                 THE WALL
  class abc
    private: int a, b;
     public: voil yet ()
                cout < c " enter a, b";
                an >> a >> b;
                                               · (PP
            void display ()
             wat << 4 << " " << b;
                         ENE WAS STANKE SON
  closs ag t
                                         1111123 056
   private: int x, y, w
    Julilie; void read ()
              cout K'< 11 enter x, y"; cin >>x>> y;
            void display ()
             cout ex n es"
    Ding the man de south it saw
```

relies and their residence main & o class mond: public x y 2, public a b c private: int m, m; dex lift in a public : void in () and we will the cout es " enter m, m"; un >>> m. >> m; void out () Cout << m < c " << m; main () in a transfer found. Thirty of Very 1920 1 12 1. mmo p; ; p. in (); p. out (); p. display (); p get (); p read (X Short is his? p. write (); 2.4.4. 对 26.400

```
> Using namespace std;
  # include < iostroam >
  class abc
                                 A prototion of the
    wwate: int a,b;
     public: void read ()
                  cout ce "enter a, b";
                  cin > > d >> b ) 11
             void write i)
            contracted 4 (4 b)
  class if t
     private: ent x, y;
     fulli : void read ()
                 cout ex "enter x, y "3
                 un > > x > > y ;
             void Write
                 cont << x << "
                                    " ( < y )
```

```
claes mno; public xy 2, public ab c
  private: int m, m; hulli: void inc.
                 ' Cout & c'' entire m, m'",
                  un >> m >> y m'
               void out co
                lout ex m <<" "<< m;
  main ()
   mna p
            :: read (); p. x y z :: read (); p. in();
                write (); P. xy 2 !; write (); P. out ();
   p-abc !!
                      :: > scape revolution operator
```