#include<iostream>

using namespace std;

class test

{

private:

int paper;

float pen;

public:

void in(int p,float pn)

{

paper=p;

pen=pn;

}

void show()

{

cout<<paper<<endl;

cout<<pen<<endl;

}

};

void main()

{

system("color b0");

test t1;

t1.in(5,7.0);

t1.show();

getchar();

getchar();

}