#include<iostream>

using namespace std;

class A

{

protected:

int a;

public:

void in()

{

cout<<"Enter the no a=";

cin>>a;

}

void out()

{

cout<<"\nThe value of A is=";

cout<<a;

}

};

class B:public A

{

private:

int b;

public:

void in()

{

A::in();

cout<<"Enter the no b=";

cin>>b;

}

void out()

{

A::out();

cout<<"\nThe value of B is=";

cout<<b;

}

};

class C:public B

{

private:

int c;

public:

void in()

{

B::in();

cout<<"Enter the no c=";

cin>>c;

}

void out()

{

B::out();

cout<<"\nThe value of c is=";

cout<<c;

}

};

void main()

{

C obl1;

obl1.in();

obl1.out();

getchar();

getchar();

}