inheritance.cpp

#include <iostream>

using namespace std;

class base //single base class

{

public:

int x;

void getdata()

{

cout << "Enter value of x= "; cin >> x;

}

};

class derive1 : public base // derived class from base class

{

public:

int y;

void readdata()

{

cout << "\nEnter value of y= "; cin >> y;

}

};

class derive2 : public derive1 // derived from class derive1

{

private:

int z;

public:

void indata()

{

cout << "\nEnter value of z= "; cin >> z;

}

void product()

{

cout << "\nProduct= " << x \* y \* z;

}

};

int main()

{

derive2 a; //object of derived class

a.getdata();

a.readdata();

a.indata();

a.product();

return 0;

} //end of program