

```

1  #include <iostream>
2  using std::cout;
3  using std::endl;
4
5  class base1
6  {
7  public:
8      int no;
9      int no1;
10
11      base1()
12      {
13          no = 10;
14          no1 = 100;
15      }
16  };
17
18  class base2
19  {
20  public:
21      int no;
22      int no2;
23
24      base2()
25      {
26          no = 20;
27          no2 = 200;
28      }
29  };
30
31  class derived : public base1, public base2
32  {
33  public:
34      void display()
35      {
36          cout << base1::no << endl;
37          cout << base2::no << endl;
38          cout << no1 << endl;
39          cout << no2 << endl;
40      }
41  };
42
43  int main(void)
44  {
45      derived obj;
46
47      cout << sizeof(obj) << endl;
48
49      obj.display();
50
51      return 0;
52  }
53

```