using System;

namespace multilevel\_inheritance

{

class Grandfather

{

public string surname = "dawkar";

public void work()

{

Console.WriteLine("he is farmer");

}

}

class Father : Grandfather

{

public int age = 50;

public void activity()

{

Console.WriteLine("he is good swimer");

}

}

class Son : Father

{

public string profetion = "engineer";

public int expirience = 5;

}

class Program

{

static void Main(string[] args)

{

//create new obj s

Son s = new Son();

Console.WriteLine(" my surname is:"+ s.surname);

Console.WriteLine("age of my father:"+s.age);

Console.WriteLine("my father:");

s.activity();

Console.WriteLine("my grandfather:");

s.work();

Console.Read();

}

}

}