#include<iostream>

using namespace std;

class student

{

protected:

int rollnum;

public:

void setrollnum(int);

void getrollnum();

};

void student :: setrollnum(int n)

{

rollnum = n;

}

void student :: getrollnum()

{

cout<<"the roll number of the student is "<< rollnum <<endl;

}

class exam : public student

{

protected:

float math;

float cg;

float oop;

public:

void setmarks(float m1, float m2, float m3);

void getmarks();

};

void exam :: setmarks(float m1, float m2, float m3)

{

math = m1;

cg = m2;

oop = m3;

}

void exam :: getmarks()

{

cout<<"the marks of the math is "<<math<<endl;

cout<<"the marks of the cg is "<<cg<<endl;

cout<<"the marks of the oop is "<<oop<<endl;

}

class result : public exam

{

protected:

float precentage;

public:

void display()

{

getrollnum();

getmarks();

cout<<"the precentage of the student is "<<(math + cg + oop)/3<<"%"<<endl;

}

};

int main()

{

result sai;

sai.setrollnum(21);

sai.setmarks(99.90 , 98 , 99.0);

sai.display();

return 0;

}