#include<iostream>

using namespace std;

class base1{

public:

int data1;

base1(int a){

data1 = a;

cout<<"the constructor of the base1 is called"<<endl;

}

void printbase1(){

cout<<"the value of the data1 is "<<data1<<endl;

}

};

class base2{

public:

int data2;

base2(int b){

data2 = b;

cout<<"the constructor of the base2 is called"<<endl;

}

void printbase2(){

cout<<"the value of the data2 is "<<data2<<endl;

}

};

class derived:public base2, public base1{

public:

int der1 , der2;

derived(int a, int b, int c, int d) : base1(a) , base2(b){

der1 = c;

der2 = d;

cout<<"the constructor of derived is called"<<endl;

}

void printderived(){

printbase1();

printbase2();

cout<<"the value of der1 and der2 is "<<der1<<" and "<<der2<<endl;

}

};

int main()

{

derived obj(1,2,3,4);

obj.printderived();

return 0;

}