

```
# include<iostream>
# include<string.h>
class Person
{
private:
    char name[10];
    int age;
public:
    Person(const char*name = "",int age=0)
    {
        strcpy(this->name , name);
        this->age =age;
    }
    void setName(const char*name ="")
    {
        strcpy(this->name,name);
    }
    void setAge(int age = 0)
    {
        this->age =age;
    }
    char* getName()
    {
        return this->name;
    }
    int getAge()
    {
        return this->age;
    }
    void Display()
    {
        std::cout<<"Name:- "<<this->name<<std::endl<<"Age:- "<<this->age<<std::endl;
    }
};
class Employee : public Person
{
private:
    int id;
    int sal;
public:
    Employee(const char* name ="",int age=0,int id=0,int sal=0):Person(name,age)
    {
        this->id = id;
        this->sal = sal;
    }
    void setId(int id)
    {
        this->id = id;
    }
    void setSal()
    {
        this->sal = sal;
    }
    int getId()
    {
        return id;
    }
    int getSal()
    {
        return sal;
    }
    void Display()
    {
        Person::Display();
        std::cout<<"ID:- "<<this->id<<std::endl<<"Salary:- "<<this->sal<<std::endl;
    }
}
```

```
};  
int main()  
{  
    Person p1;  
    Person *p;  
    Employee e1("Shreyash",20,3208,75000);  
    p = &e1;  
    p1=e1;  
    e1.Display();  
    p1.Display();  
    p->Display();  
    return 0;  
}
```

```
//  
*****
```

```
# include<iostream>  
class A  
{  
    public:  
    int a;  
    A()  
    {  
        this->a = 10;  
    }  
};  
class B  
{  
    public:  
    int b;  
    B()  
    {  
        this->b = 20;  
    }  
};  
class C  
{  
    public:  
    int c;  
    C()  
    {  
        this->c =30;  
    }  
};  
class D : public A, public B, public C  
{  
    public:  
    int d;  
    D()  
    {  
        d=40;  
    }  
};  
int main()  
{  
    D objD;  
    A *ptrA = &objD;  
    B *ptrB = &objD;  
    C *ptrC = &objD;
```

```
    std::cout<<&objD<<std::endl<<std::endl<<std::endl;
```

```
return 0;
}
```