

Suppose, we have a class A which is the base class and we have a class B which is derived from class A and we have a class C which is derived from class B, we can access the functions of both class A and class B by creating an object for class C. Hence, this mechanism is called multi-level inheritance. (B inherits A and C inherits B.)

Create a class called Equilateral which inherits from Isosceles and should have a function such that the output is as given below.

Sample Output

I am an equilateral triangle  
I am an isosceles triangle  
I am a triangle

**C++**

```
#include <bits/stdc++.h>
using namespace std;
```

```
class Isosceles {
public:
```

```
    void display1()
    {
        cout << "I am an isosceles triangle \n";
    }
```

```
};
```

```
class Equilateral : public Isosceles {
```

```
public:
```

```
    void display2()
```

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```
{  
    cout << "I am an equilateral triangle\n";  
}  
};
```

```
class C : public Equilateral {
```

```
public:
```

```
    void display3()
```

```
{
```

```
    cout << "I am a traingle";
```

```
}
```

```
};
```

```
int main()
```

```
{
```

```
    C obj;
```

```
    obj.display2();
```

```
    obj.display1();
```

```
    obj.display3();
```

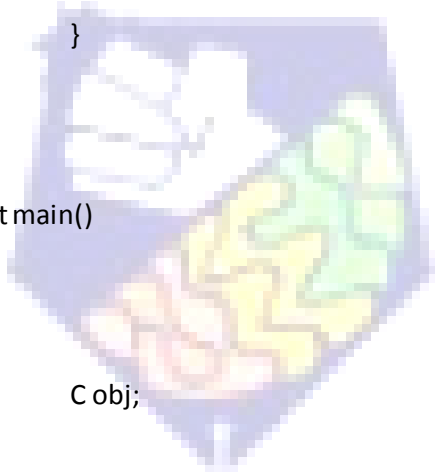
```
    return 0;
```

```
}
```

## Java

```
class Isosceles{
```

```
    void display1()
```



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```
{  
    System.out.println("I am an isosceles triangle");  
}  
  
class Equilateral extends Isosceles{  
    void display2()  
    {  
        System.out.println("I am an equilateral triangle");  
    }  
  
}  
  
class C extends Equilateral{  
    void display3()  
    {  
        System.out.println("I am triangle");  
    }  
  
}  
  
public class Main  
{  
    public static void main(String[] args) {  
        C c = new C();  
        c.display2();  
        c.display1();  
        c.display3();  
    }  
}
```

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## Python

```
class Isosceles:
```

```
    def display1(self):
```

```
        print("I am an isosceles triangle")
```

```
class Equilateral(Isosceles):
```

```
    def display2(self):
```

```
        print("I am an equilateral triangle")
```

```
class C(Equilateral):
```

```
    def display3(self):
```

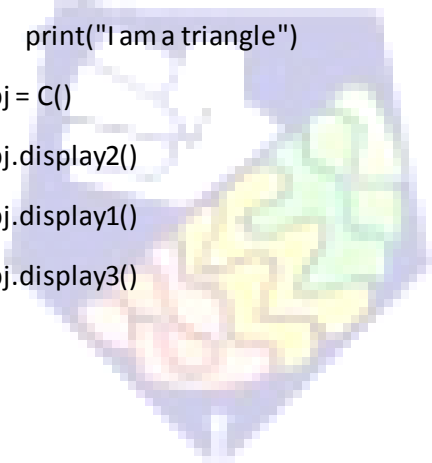
```
        print("I am a triangle")
```

```
obj = C()
```

```
obj.display2()
```

```
obj.display1()
```

```
obj.display3()
```



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