#include <iostream>

using namespace std;

class A

{

protected:

int a;

public:

void get(int n)

{

a=n;

}

};

class B

{

protected:

int b;

public:

void get(int n)

{

b=n;

}

};

class C:public A,public B

{

public:

void display()

{

cout<<"the value of a is :"<<a<<endl;

cout<<"the value of b is :"<<b<<endl;

cout<<"addition is :"<<a+b;

}

};

int main()

{

C obj1; //declaration of an object

obj1.A::get(30);

obj1.B::get(20);

obj1.display();

return 0;

}

#include <iostream>

using namespace std;

class A

{

protected:

int a;

public:

void get(int n)

{

a=n;

}

};

class B

{

protected:

int b;

public:

void get(int n)

{

b=n;

}

};

class C:public A,public B

{

public:

int c;

void display()

{

cout<<"the value of a is :"<<a<<endl;

cout<<"the value of b is :"<<b<<endl;

cout<<"addition is :"<<a+b;

}

void get (int n)

{

c=n;

cout<<"C is :"<<c<<endl;

}

};

int main()

{

C obj1; //declaration of an object

obj1.A::get(30);

obj1.B::get(20);

obj1.C::get(10);

obj1.display();

return 0;

}