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**26 june class task**

**batch-Linux System Programming Track**

## **Inheritance**

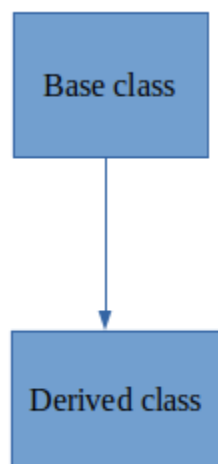
Inheritance in C++ is a feature that allows a class to inherit properties and behaviors (methods) from another class. It promotes code reusability and establishes a relationship between the base class and derived classes.

### **Types of inheritance:-**

- 1.single inheritance
- 2.Multiple Inheritance
- 3.Hierarchical Inheritance
- 4.Multilevel Inheritance
- 5.Hybrid Inheritance

### **single inheritance**

When a single derived class is created from a single base class is called single inheritance.



```
#include <iostream>
using namespace std;

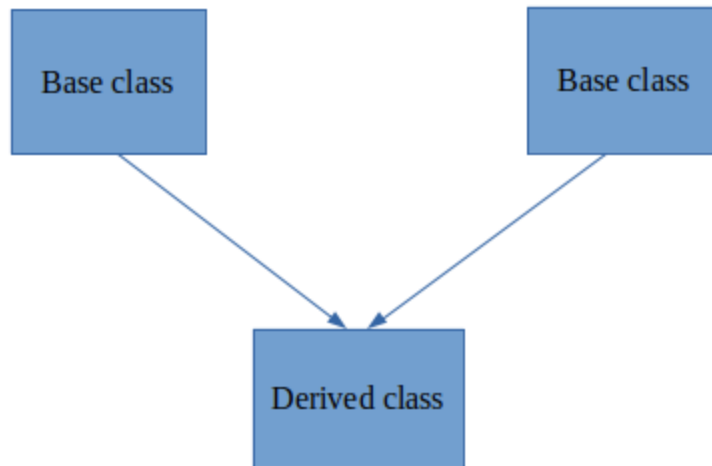
class Account {
public:
    float salary = 60000;
};

class Programmer: public Account {
public:
    float bonus = 5000;
};

int main(void) {
    Programmer p1;
    cout << "Salary: " << p1.salary << endl;
    cout << "Bonus: " << p1.bonus << endl;
    return 0;
}
```

## **Multiple Inheritance**

When a derived class is created from more than one base class is called multiple inheritance.



```
#include<iostream>
using namespace std;

class A{
    protected:
    int a;
    public:
    void get_a(int n)
    {
        a=n;
    }
};

class B{
    protected:
    int b;
    public:
    void get_b(int n)
    {
        b=n;
    }
};

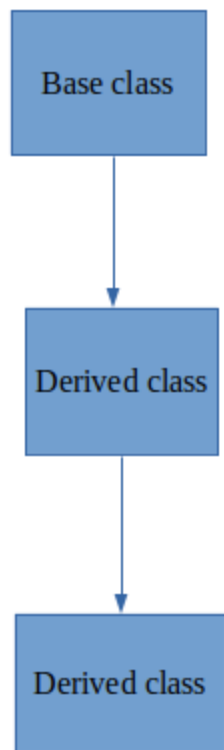
class C:public A,public B{
    public:
    void Display()
    {
```

```
        cout<<"the value of a is: "<<a<<endl;
        cout<<"the value of b is: "<<<b<<endl;
        cout<<"addition of a and b s: "<<a+b<<endl;
    }
};

int main()
{
    C c1;
    c1.get_a(10);
    c1.get_b(20);
    c1.Display();
    return 0;
}
```

### **Multilevel Inheritance**

When a derived class is created from another derived class is called multilevel inheritance.



```
#include<iostream>
using namespace std;

class A{
    protected:
    int a;
    public:
    void get_a(int n)
    {
        a=n;
    }
};

class B{
    protected:
    int b;
    public:
    void get_b(int n)
    {
        b=n;
    }
}
```

```

};

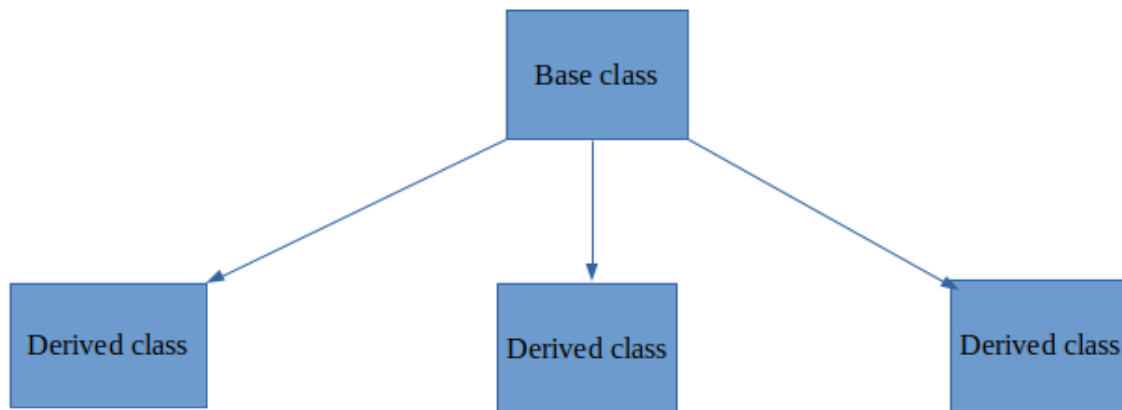
class C:public A,public B{
    public:
    void Display()
    {
        cout<<"the value of a is: "<<a<<endl;
        cout<<"the value of b is: "<<<b<<endl;
        cout<<"addition of a and b s: "<<a+b<<endl;
    }
};

int main()
{
    C c1;
    c1.get_a(10);
    c1.get_b(20);
    c1.Display();
    return 0;
}

```

### **Hierarchical Inheritance**

When more than one derived class created from a single base class is called Hierarchical Inheritance.



```
#include <iostream>
using namespace std;
class Person {
protected:
    string name;
    int age;
public:
    void getDetails() {
        cout << "Enter name: ";
        cin >> name;
        cout << "Enter age: ";
        cin >> age;
    }
    void displayDetails() {
        cout << "Name: " << name << ", Age: " << age << endl;
    }
};

class Student : public Person {
private:
    int studentID;
public:
    void getStudentID() {
        cout << "Enter student ID: ";
        cin >> studentID;
    }
}
```

```

    void displayStudentDetails() {
        displayDetails();
        cout << "Student ID: " << studentID << endl;
    }
};

class Teacher : public Person {
private:
    int teacherID;
public:
    void getTeacherID() {
        cout << "Enter teacher ID: ";
        cin >> teacherID;
    }

    void displayTeacherDetails() {
        displayDetails();
        cout << "Teacher ID: " << teacherID << endl;
    }
};

int main() {
    Student student;
    Teacher teacher;

    cout << "Enter details for student:" << endl;
    student.getDetails();
    student.getStudentID();

    cout << "Enter details for teacher:" << endl;
    teacher.getDetails();
    teacher.getTeacherID();

    cout << "\nStudent Details:" << endl;
    student.displayStudentDetails();

    cout << "\nTeacher Details:" << endl;
    teacher.displayTeacherDetails();

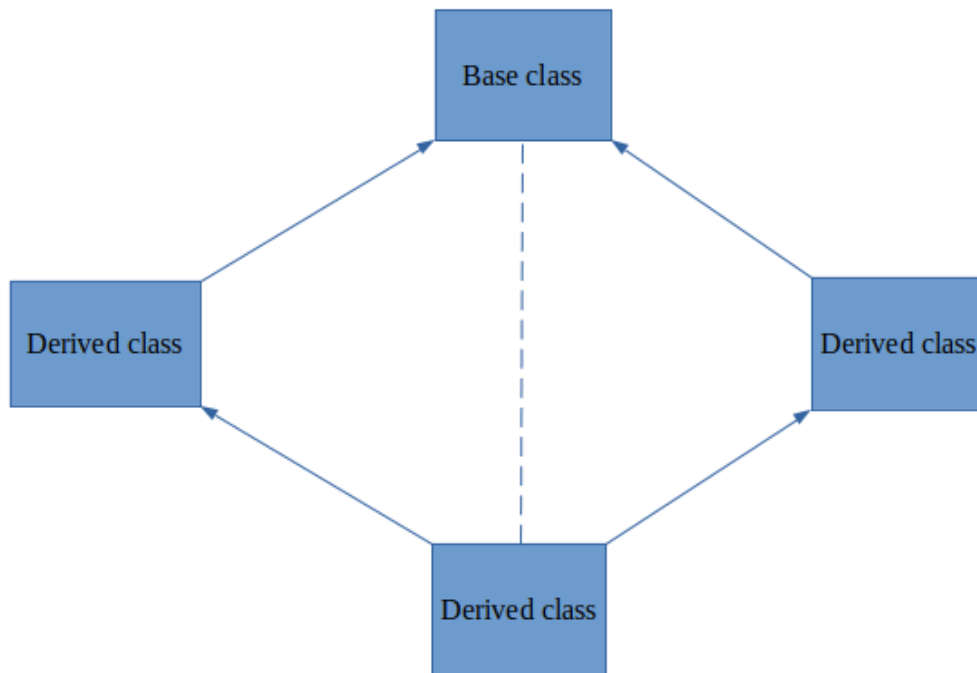
    return 0;
}

```



## Hybrid Inheritance

Combination of single , multiple and hierarchical inheritance is called Hybrid Inheritance.



```
#include <iostream>
using namespace std;

class A {
protected:
    int a;
public:
    void get_a() {
        cout << "Enter the value of 'a': " << endl;
        cin >> a;
    }
};

class B : public A {
protected:
    int b;
public:
```

```
void get_b() {
    cout << "Enter the value of 'b': " << endl;
    cin >> b;
}

};

class C {
protected:
    int c;
public:
    void get_c() {
        cout << "Enter the value of 'c': " << endl;
        cin >> c;
    }
};

class D : public B, public C {
public:
    void mul() {
        cout << "Product of a, b, and c is: " << a * b * c << endl;
    }
};

int main() {
    D d;
    d.get_a();
    d.get_b();
    d.get_c();
    d.mul();
    return 0;
}
```