C++ - LAB-9

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Date: 26/03/2021

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Write a program to implement multilevel inheritance.

Ans: Source Code:

```
// Multilevel Inheritance
#include <bits/stdc++.h>
using namespace std;
class student
    protected:
    int roll_no;
    void put_no(void)
        cout << "Roll Number = " << roll_no << "\n";</pre>
    public:
    void get_no(int a)
        roll_no = a;
};
class test:public student // protected becomes protected and public becomes pu
blic
    protected:
    float sub1;
    float sub2;
    void put_marks(void)
        cout << "Marks in Sub1 = " << sub1 << "\n";</pre>
```

```
cout << "Marks in Sub2 = " << sub2 << "\n";</pre>
    public:
    void get_marks(float a, float b)
        sub1 = a;
        sub2 = b;
};
class result : public test
    float total;
    public:
    void display(void)
        total = sub1 + sub2;
        put_no();
        put_marks();
        cout << "Total = " << total << "\n";</pre>
};
int main()
    int r;
    float e,d;
    cout << "Enter roll number and marks of student in Sub1 and Sub2 resp. :";</pre>
    cin >> r >> e >> d;
    result student1;
    student1.get_no(r);
    student1.get_marks(e, d);
    student1.display();
    return 0;
```

Output:

Roll Number = 100

Marks in Sub1 = 20

Marks in Sub2 = 19

26.	Write a program to implement
	multiple inheritance.

Ans: Source Code:

```
// Multiple inheritance
#include <bits/stdc++.h>
using namespace std;
class base_1
   protected:
    int a;
    public:
    void getadata(int);
};
class base_2
    protected:
    int b;
    public:
    void getadata1(int);
};
class der : public base_1, public base_2
    int c;
    int mul(void);
    public:
    void display(void);
};
void base_1 :: getadata(int a1)
    a=a1;
void base_2 :: getadata1(int b1)
    b=b1;
int der :: mul(void)
```

```
{
    c = a * b;
    return(c);
}

void der :: display(void)
{
    cout << "Value of a = " << a << "\n";
    cout << "Value of b = " << b << "\n";
    cout << "Value of c = " << mul() << "\n";
}
int main()
{
    der obj;
    obj.getadata(12);
    obj.getadata1(13);
    obj.display();
    return 0;
}</pre>
```

Output:

Value of a = 12

Value of b = 13

Value of c = 156