#include <iostream>

using namespace std;

class grandfather

{

public:

grandfather();

~grandfather();

private:

};

grandfather::grandfather()

{

cout << "grandfather construct" << endl;

}

grandfather::~grandfather()

{

cout << "grandfather destroyed" << endl;

}

class father:public grandfather

{

public:

father();

~father();

private:

};

father::father()

{

cout << "father construct" << endl;

}

father::~father()

{

cout << "father destroyed" << endl;

}

class son:public father

{

public:

son();

~son();

private:

};

son::son()

{

cout << "son construct" << endl;

}

son::~son()

{

cout << "son destroyed" << endl;

}

void main() {

son \*s=new son;

delete s;

}