Subject:

06/2/15

(Lecture 18) Practice Program for Inheritance.

```
#include (iostream)
#include (conio.h)
Using namespace std;

class person
{
    String name;
    String fname;
    Public:
    person ( String n, String fn )
    {
        name = n;
        fname = fn;
    }

    void display_P ( )
    {
        cout << " Name " << name;
        cout << " Father Name" << fname;
    }

};
```

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```
class student : public class person
{
    int ID;
    float CGPA;
    public:
    student (string n, string fn, int ID, float c)
    {
        name = n;
        fname = fn;
        ID = I;
        CGPA = c;
    }
    void display_S( )
    {
        cout << "Name" << name;
        cout << "Father Name" << fname;
        cout << "Roll number" << ID;
        cout << "CGPA is" << CGPA;
    }
};
    int main ( )
    {
        class personal_P ("ALI", "ASLAM");
        P. Display_P ( );
        class student_S ("ALI", "ASLAM", 512, 3.5);
        S. Display_S ( );
        getche ( );
    }
```