

```

// W9_2.cpp : Defines the entry point for the console application.
//          Wielodziedziczenie:      B1          B2
//          *                        *
//          *****
//          *
//          D

#include "stdafx.h"
#include <iostream>
using namespace std;

//declaration of class base
class base1
{
    int ib;
public:
    int jb;
    base1(int ii, int jj) { ib = ii; jb = jj; cout << " konstruktor base1\n"; }
    ~base1() { cout << " destruktor base1\n"; }
    int get_ib() { return ib; }
    void show() { cout << "base1 : ib = " << ib << " jb = " << jb << endl; }
};

class base2
{
    int ib;
public:
    int jb;
    base2(int ii, int jj) { ib = ii; jb = jj; cout << " konstruktor base2\n"; }
    ~base2() { cout << " destruktor base2\n"; }
    int get_ib() { return ib; }
    void show() { cout << "base2 : ib = " << ib << " jb = " << jb << endl; }
};

//declaration of class derived
class derived : public base1, public base2
{
    int id;
public:

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        int jd;
        derived(int ii, int jj, int i_bas_1, int j_bas_1, int i_bas_2, int j_bas_2);
        ~derived() { cout << " destruktor derived\n"; }
        int get_id() { return id; }
        void show() {
            cout << "derived : id = " << id << " jd = " << jd << endl;
            base1::show();
            base2::show();
        }
};

//implementation of class derived_1

derived::derived(int ii, int jj, int i_bas_1, int j_bas_1, int i_bas_2, int j_bas_2)
                                                    : base1(i_bas_1, j_bas_1),
                                                    base2(i_bas_2, j_bas_2)

/*=====
Konstruktor klasy derived
=====*/
{
    id = ii;
    jd = jj;
    cout << "konstruktor derived\n";
}

int _tmain(int argc, _TCHAR* argv[])
{
    derived d(50, 60, 3, 4, 5, 6);
    d.show();

    system("pause");

    return 0;
}

```