

**Aim:** Practice on multiple inheritance.

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Pegasus is a mythological creature which has horse body and wings of bird. Basically, he is a winged divine stallion pure white in color. Once upon a time, a horse allowed a hero to ride him to defeat a horrifying monster, the Chimera. The rider somehow fell off his back trying to reach Mount Olympus and Zeus transformed lonely horse to Pegasus.

In this lab you will practice C++ multiple inheritance through Pegasus. You will create classes for both horse and bird (with constructors) and also proper functions for each animal. Then you have to build a Pegasus class using all of them. You are supposed to design and implement the following classes:



```
class Horse;  
class Bird;  
class Pegasus : public Horse, public Bird;
```

Bird class has an integer `flight_Speed` as attribute and void `fly()` function.

Horse class has an integer `running_Speed` attribute and void `run()` function.

Write a constructor for Pegasus child class that calls the constructors of the parent classes. Add an extra void `curvetAndFly()` function to Pegasus class.

Finally, implement a `main()` function to test your code.