//继承方式

#include <iostream>

using namespace std;

class base1 {

public:

int ma;

protected:

int mb;

private:

int mc;

};//公共继承

class son1 :public base1 {

public:

void func() {

ma = 10;//父类公共权限到子类为公共权限

mb = 10;//父类的保护权限到子类还是保护权限

//mc = 10;父类的私有无法继承

}

};

void test01() {

son1 s1;

s1.ma = 100;

//s1.mb = 100;

}

//保护继承

class base2 {

public:

int ma;

protected:

int mb;

private:

int mc;

};

class son2 :protected base2 {

public :

void func() {

ma = 100;//公共成员到子类中变为保护权限

mb = 100;//保护成员依旧

//mc = 100;//私有的访问不到

}

};

class base3 {

public:

int ma;

protected:

int mb;

private:

int mc;

};

class son3 :private base3 {

public:

void func(){

ma = 100;//公共变成来私有

mb = 100;//保护成私有

//mc = 10;

}

};

int main() {

system("pause");

return 0;

}