**CLASS PROTECTION LEVELS(PUBLIC/PRIVATE)+ACCESSORS**

Class Student

public

void setAge(int); //sets age prototype

int getAge(); //getAge prototype

private: **(outside code has no access to private members)**

int age; //private variable age

**: (outside code has access to public members)**

DRIVER/OUTSIDE CODE (main)

Student st1; //create object

st1.setAge(22); //fill in age via set method

int objAge = st1.getAge(); //get age via get method

void Student::setAge(int newAge) //set and get methods control access to private variables

age=newAge;

int Student:: getAge()

return age;