Saathi

Date / / Practical No. 5

Title: Program to implement various access specifics

Aim: To write a program to implement various access specifiers in c++.

Theory:

Access Specifier:

These are used to implement important aspect of object-Oriented programing know as Data-Hiding

Access Modifier or Access specifiers is a class are used to assign the accessibility to the class member. different types of access modifiers available in c++ :-

1) Public
2) Private
3) Protected

Note: If we do not specify any access modifiers for the members inside the class they by default the access modifier for the member will be Private.

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1) Public :-

All the class members declared under the public specifier will be available to. The data members and member functions declared as public can be accessed by other classes and functions too. The public members of a class can be accessed from anywhere is the program using the direct access operator (.) with the object of that class.

Syntax :-

object.memberfunctions;

Example :-

s1.setdata();

2) Private :-

The class members declared as 'private' can be accessed only by the member function inside the class. They are not allowed to be accessed directly by any object or function outside the class. Only the member functions as the friend functions are allowed to access the private data members of a class.

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PROGRAM :-

```
#include<iostream>          //header file
#include<cstring>           //header file
using namespace std;

class student {             // declaring class
  Private:                  //access specifier
        int rollno;         //ac
        string Name;

 Public:                    // access specifier
   void setdata()
    {
    cout<<"Enter your Roll No :-";
    cin >> rollNO;
    cout<<" Enter your Name :- ";
    cin >> name;
  }
   void displaydata()
    {
    cout<<endl <<"your Name :"<<name
    <<endl <<"your Roll No :"<<rollno
    << endl;
   }
};
```

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```
int main()                    //main function
{
  student s1;                 // declaring object
  s1.setdata();               // accessing
  s1.displaydata();           // accessing member
                                functions

  return 0;
}
```

Output :-

```
Enter your ROLL NO :- 1906025
Enter your Name :- Akshay

your name : Akshay
your Roll No : 1906025
```

Conclusion :-

By doing this practical, I understood about access specifier and understood to code it in C++.