



Programming in C++ (Part-3)

ABOUT ME : NAVNEET GUPTA

- **8 years teaching experience.**
- **AIR 92 in GATE 2008**
- **Qualified UGC-NET 2012, Raj.-SET 2012, CSIR-Recruitment-Exam in 2011**
- **Achieved 3rd Rank in NPTEL-DBMS Course**
- **Achieved Silver Medal in CSIR on ERP Project in 2013**
- **Area of Expertise : DBMS, Programming, Algorithms, Discrete Math, Computer Networks, Operating system**



C++ Friend class

A friend class can access both
Private & protected members of class in
which it has been declared as
friend.

Example:

class Hello

{

int x = 5;

friend class Hi;

};

class Hi

{

public:

void display(Hello hhh)

{

cout << "value of

Hello.x = "

hhh.x;

};

main()

{

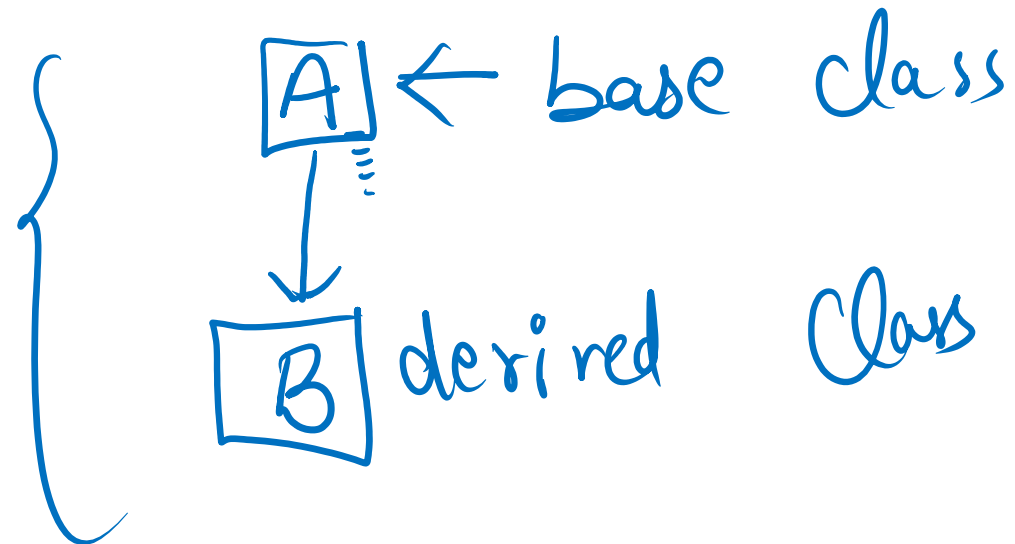
Hello obj1;

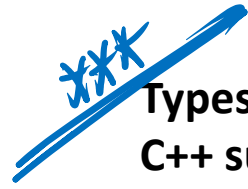
Hi obj2;

obj2.display(obj1);

}

In C++, the class which inherits the members of another class is called derived class and the class whose members are inherited is called base class.

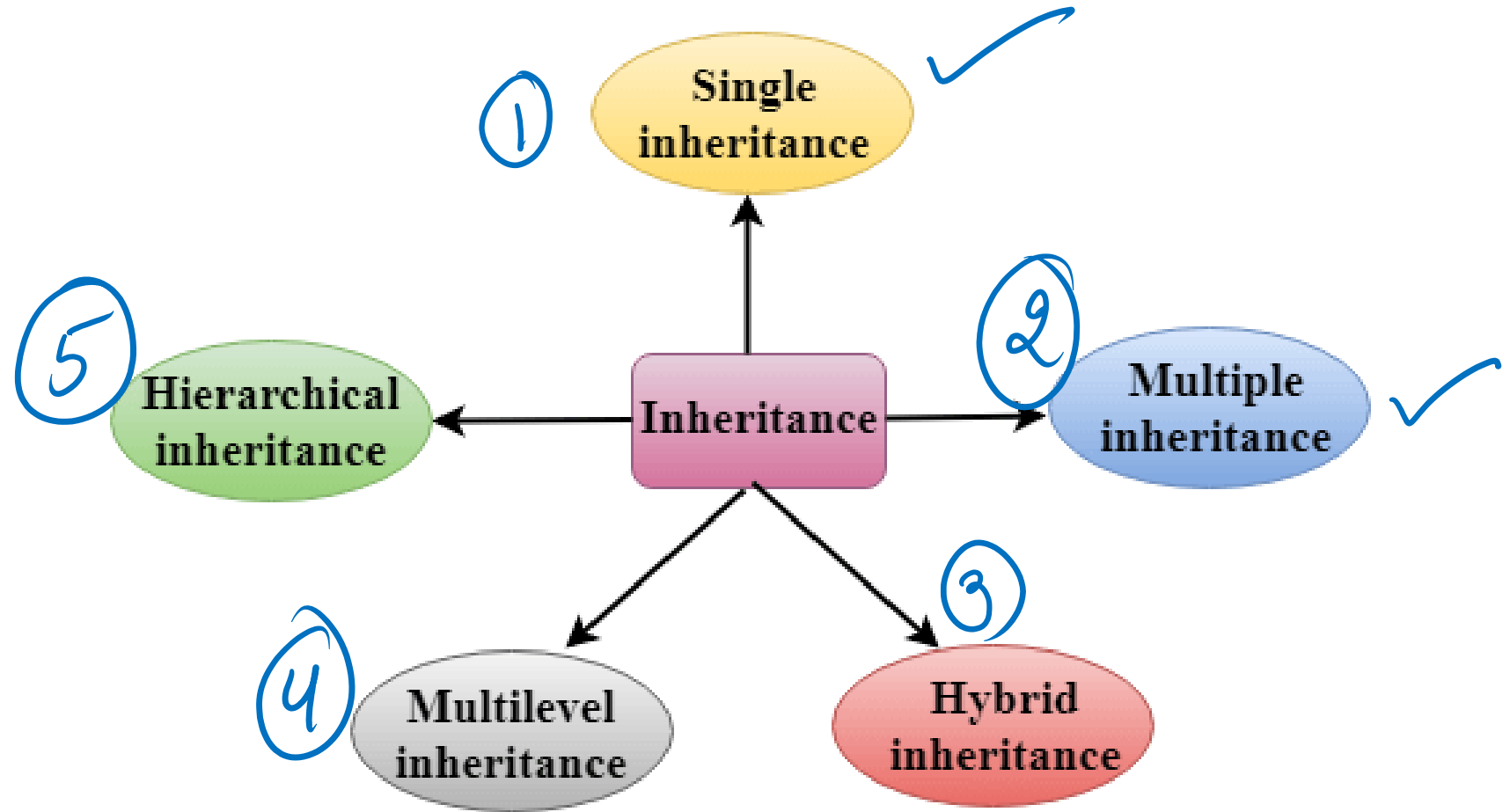




Types Of Inheritance

C++ supports five types of inheritance:

- Single inheritance
- Multiple inheritance
- Hierarchical inheritance
- Multilevel inheritance
- Hybrid inheritance

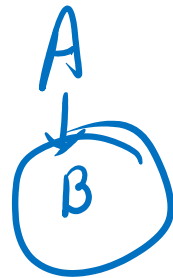


Derived Classes

syntax:

```
class derivedclass name : visibility-mode ✓ baseclass  
name  
{  
    // body of derived class
```

```
};
```



```
class B :: public A  
{  
    //  
}
```


Note:

- When the base class is privately inherited by the derived class, public members of the base class becomes the private members of the derived class. Therefore, the public members of the base class are not accessible by the objects of the derived class only by the member functions of the derived class.
- When the base class is publicly inherited by the derived class, public members of the base class also become the public members of the derived class. Therefore, the public members of the base class are accessible by the objects of the derived class as well as by the member functions of the base class.
- In C++, the default mode of visibility is private.
- The private members of the base class are never inherited.

Single-Level Inheritance Example:

```
main()
{
    programmer p1(2000);
    cout << p1.bonus; ✓
}
```