#include <iostream>

using namespace std;

// Base class

class Base {

public:

void publicFunction() {

cout << "Public function in Base class" << std::endl;

}

};

// Derived class privately inherits from Base

class Derived : private Base {

public:

void derivedFunction() {

// Accessing the public member of the base class

publicFunction(); // This is valid since we are inside the member function of the derived class

}

};

int main() {

Derived derivedObject;

// Attempting to access the public member of the base class from the object of the derived class

// This will result in a compilation error because publicFunction() is now private in the Derived class

// derivedObject.publicFunction(); // Uncommenting this line will result in a compilation error

derivedObject.derivedFunction(); // This is valid because derivedFunction() is a member of the derived class

return 0;

}