Week 5: Discussion

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Abstract

Chapter 10 explains that C++ has three reserved words called member access specifiers. The three member access specifiers are: private, protected, and public.

For your original discussion, compare and contrast two of the three member access specifiers providing an example of when you would use either in a program.

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The access specifiers I would like to discuss are the protected and private access specifiers, as these are the two I feel are hardest to distinguish from each other.

First lets talk about what the protected access specifier means. Protected access specifiers are less private than private specifiers, but more private than public access specifiers. Class members designated as protected are useful when the member function in question needs to be accessed by member functions of the same class. They can also be accessed using the friend function, or by any derived classes while being unavailable to any members outside of the base class.

Private is the default access specifier. Private member functions can only be accessed by member functions of the same class or friend class and cannot be accessed by derived class members or any others outside of the class. Protected members can also be accessed by any inherited classes.

References:

1. Malik, D. S. (2015). *C++ programming: From problem analysis to program design*. Cengage Learning.