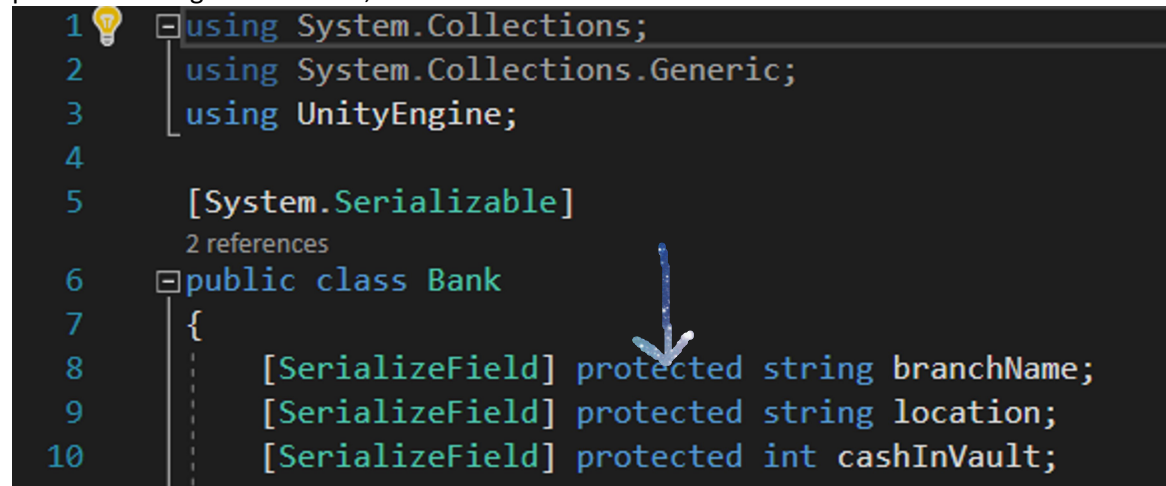


# Protected Access Modifiers

Monday, January 4, 2021 7:16 PM

Only objects that **inherit** have ability to change the upper parent information.

```
public string branchName;  
protected string branchName;
```



```
1  using System.Collections;  
2  using System.Collections.Generic;  
3  using UnityEngine;  
4  
5  [System.Serializable]  
   2 references  
6  public class Bank  
7  {  
8      [SerializeField] protected string branchName;  
9      [SerializeField] protected string location;  
10     [SerializeField] protected int cashInVault;
```

A screenshot of a code editor with a dark background. The code is C# and defines a `Bank` class. Line 1 has a lightbulb icon. Line 6 has a class icon. A blue arrow points from the `protected` keyword in line 8 to the `protected` keyword in line 9. The code is as follows:

\*Only scripts that inherit from bank are able to change these values.

Can also be used with **Methods**.