

```
#include <iostream>
```

```
Using namespace std;
```

```
Class A
```

```
{
```

```
Private:
```

```
    Int a;
```

```
Protected:
```

```
    Int x;
```

```
Public:
```

```
    Void setVal(int v)
```

```
    {
```

```
        X = v;
```

```
    }
```

```
};
```

```
Class B : private A
```

```
{
```

```
Public:
```

```
    Void printVal(void)
```

```
    {
```

```
        setVal(10);
```

```
        cout << "value of x: " << x << endl;
```

```
    }
```

```
};
```

```
Int main()
```

```
{
```

```
    B objB;
```

```
objB.printVal();  
return 0;  
}
```