



* Assignment No.: 14 *

• Title:

Scope rule of programming.

• Objective:

To understand the concept of protection level provide by Mechanism.

• Problem Statement:

write C++/Java program to understand formal global, local and scope rules of programming.

• Software Requirement:

g++/gcc compiler, 64-bit system

• Input :-

Input values provided.

• Output:

As per program description.

• Theory:-

Various access specifier are provided that define the access priorities and rights available with user to access data given:-

It defines the access rights for the statements or function that follows; it will either access specifiers or full the.



end of a class.

There are three types of it:-

- 1) public
- 2) private
- 3) Protected.

① Private:

members declared as private can be accessed only within same class.

② protected :-

members declared as public can be accessed from outside of class but can be accessed by derived class this is used when inheritance is required to be used.

③ public:-

members declared as public as are accessed within same class or any another random class or any random class accessed within as outside of class

④ Default:-

used to declare a specified type of class that only contains abstract or default methods, constants (static final) fields & static interface.

* Access specifier :

	public	protected	private	Default.
1) Same class sub.	✓	✓	✓	
2) class same class sub class.	✓	✓	✗	
3) Sub class another package.	✓	✗	✗	
4) non-sub class same package.	✓	✓	✗	

o Algorithm :

- 1) Start.
- 2) Create base class with private j, public j, protected element by also assigning values.
- 3) Main method of base call print j value.
- 4) Function print value of public j.
- 5) Derived class is derived from basic class.
- 6) Execute the value of k protected item.
- 7) Stop.

* Conclusion ∴

Thus we have studied and implement program for rule programming mechanism of it done.