#include<iostream>

using namespace std;

class Base {

public:

void setx(int i)

{

x = i;

}

int getx()

{

return x;

}

private:

int x;

};

class Derived :private Base

{

public:

void sety(int i)

{

y = i;

}

int gety()

{

return y;

}

void show()

{

cout << "Base::x=" << x << endl;

}

public:

int y;

};

int main()

{

Derived bb; // 语句2

bb.setx(16); // 语句3

bb.sety(25); // 语句4

bb.show(); // 语句5

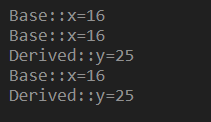
cout << "Base::x=" << bb.x << endl; // 语句6

cout << "Derived::y=" << bb.y << endl; // 语句7

cout << "Base::x=" << bb.getx() << endl; // 语句8

cout << "Derived::y=" << bb.gety() << endl; // 语句9

return 0;



心得：

通过学习本节继承，学会了每种继承方式后的访问性，不同类型的变量经过不同的继承后其访问性质也会发生改变。

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