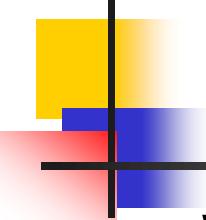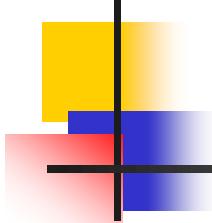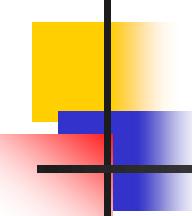# Access Modifiers

OUTLINES

- **What is access modifier**
- **Access modifiers**
    - **Public**
    - **Protected**
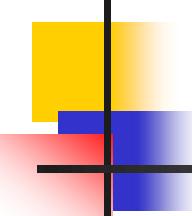   - **Private**

What is access modifier

Access modifier is a keyword that tell the compiler where class member can be accessed

- In C++, there are three access modifiers:

    - **public**

    - **private**

    - **protected**

Access modifiers

- **<u>public</u>** : members are accessible from outside the class.

- **<u>private</u>** : members cannot be accessed (or viewed) from outside the class.

- **<u>protected</u>** : members cannot be accessed from outside the class, however, they can be accessed in inherited classes.
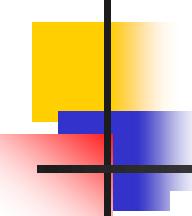
Public access modifier

```
class stud
{
public:
        int  stuId;
        string  stuName;
};
main()
{
stud student1;
student1. stuId=100;
}
```
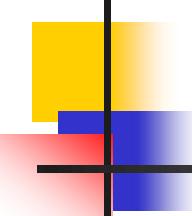
stuId and stuName can be accessed directly from outside of the class

Private access modifier

```
class stud
{
private:
        int  stuId;
        string  stuName;
};
main()
{
stud student1;
student1. stuId=100;
}
```

stuId and stuName **can not** be accessed directly from outside of the class
// error

Protected access modifier

```
class stud

{

protected:

        int  stuId;

        string  stuName;

};

main()

{

stud student1;

student1. stuId=100;

}
```

stuId and stuName **can not** be accessed directly from outside of the class
// error