```
class Base
{
  int X ;
Protected :
  int Y;
public :
  int Z:

   Base (int x,int y,int z)
                        {...}

   int Fun ()
    { return   X +
               Y +
               Z ;}

};

int Main ()
{
  Base O1;
O1. X =
O1.Y=
O1.Z=
1;
```

```
class Derived :        Base
{
   int A;
 Protected :
   int B;
Public :
   int C;
   Derived (int a,int b,int c ,
    int a ,int b , int c):...
    {.....}

    int Fun()
    { return A +
              B +
              C +
              X +
              Y +
              Z ;}

    };

Derived  O2;
O2.X =
O2.Y =
O2.Z =   depends on inheritance type
O2.A =
O2.B=
O2.C=
2'

.
```

```
Derived02  O3
O3.X =
O3.Y =
O3.Z =   depends on inheritance type
O3.A =
O3.B =
O3.C =   depends on inheritance type
O3. K=
O3. L=
O3. M =
3;
```

```
class Derived02 :        Derived
{
   int K;
protected :
   int L;
 Public :
   int M;
Derived2 (.....) {}

 int Fun ()
 { return K+
          L +
          M +
          A +
          B +
          C +
          X +
          Y +   depends on inheritance type
          Z ;}  depends on inheritance type

};
```

0. Regardless of Inheritance Type

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
  int X ;
Protected :
  int Y;
public :
  int Z:

   Base (int x,int y,int z)
                        {...}
   int Fun ()
    { return   X + ✓
               Y + ✓
               Z ;} ✓
};

int Main ()
{
  Base O1;
O1. X = X
O1.Y= X
O1.Z= ✓
1;
```

```
class Derived :  [ ]  Base
{
  int A;
 Protected :
  int B;, Y
Public :
  int C; , Z
  Derived (int a,int b,int c ,
  int a ,int b , int c);...
  {.....}

  int Fun()
  { return A + ✓
           B + ✓
           C + ✓
           X + X
           Y + ✓
           Z ;} ✓
};
Derived  O2;
O2.X = X
O2.Y = X
O2.Z = ✓
O2.A = X
O2.B = X
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K;
protected :
  int L;   ,B, Y
 Public :
  int M;  ,C , Z
Derived2 (.....) {}

 int Fun ()
 { return K+ ✓
          L + ✓
          M + ✓
          A + X
          B + ✓
          C + ✓
          X + X
          Y + ✓
          Z ;} ✓
};
Derived02  O3
O3.X = X
O3.Y = X
O3.Z = ✓
O3.A = X
O3.B = X
O3.C = ✓
O3. K= X
O3. L = X
O3. M = ✓
3;
```

✓ 1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
 int X ;
Protected :
 int Y;
public :
  int Z;

  Base (int x,int y,int z)
                    {...}
  int Fun ()
   { return  X + ✓
             Y + ✓
             Z ;} ✓
};

int Main ()
{
 Base O1;
O1. X = ✗
O1.Y= ✗
O1.Z= ✓
1;
```

```
class Derived : [ ]  Base
{
  int A;
 Protected :
  int B; ,Y , Z
Public :
   int C;
  Derived (int a,int b,int c ,
   int a ,int b , int c):...
   {.....}

  int Fun()
  { return A + ✓
            B + ✓
            C + ✓
            X + ✗
            Y + ✓
            Z ;} ✓
};
Derived  O2;
O2.X = ✗
O2.Y = ✗
O2.Z = ✗
O2.A = ✗
O2.B = ✗
O2.C = ✓
2'
```

```
class Derived02 : [ ]  Derived
{
  int K;
protected :
  int L;, B ,Y , Z , C
 Public :
   int M;
Derived2 (.....) {}

 int Fun ()
 { return K+ ✓
          L + ✓
          M + ✓
          A + ✗
          B + ✓
          C + ✓
          X + ✗
          Y + ✓
          Z ;] ✓
};
```

```
Derived02  O3
O3.X = ✗
O3.Y = ✗
O3.Z = ✗
O3.A = ✗
O3.B = ✗
O3.C = ✗
O3. K= ✗
O3. L = ✗
O3. M = ✓
3;
```

1. Public , Public
✓ 2.Protected , Protected
3. Private , Private
4. Public , Private
5.Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
  int X ;
Protected :
  int Y;
public :
  int Z:

   Base (int x,int y,int z)
                        {...}
   int Fun ()
    { return   X +
               Y +
               Z ;}

};

int Main ()
{
  Base O1;
O1. X =
O1.Y=
O1.Z=
1;
```

```
class Derived :  [ ]  Base
{
  int A; , Y , Z
 Protected :
  int B;
Public :
   int C;
   Derived (int a,int b,int c ,
    int a ,int b , int c):...
    {.....}

   int Fun()
   { return A +
             B +
             C +
             X +
             Y +
             Z ;}

   };
Derived  O2;
O2.X =
O2.Y =
O2.Z =
O2.A =
O2.B =
O2.C =
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K; ,B , C
protected :
  int L;
 Public :
   int M;
Derived2 (.....) {}

 int Fun ()
 { return K+
          L +
          M +
          A +
          B +
          C +
          X +
          Y +
          Z ;}

};
Derived02  O3
O3.X =
O3.Y =
O3.Z =
O3.A =
O3.B =
O3.C =
O3. K=
O3. L=
O3. M =
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
  int X ;
Protected :
  int Y;
public :
  int Z;

   Base (int x,int y,int z)
                        {...}

   int Fun ()
    { return   X + ✓
               Y + ✓
               Z ;} ✓

};

int Main ()
{
  Base O1;
O1. X = X
O1.Y= X
O1.Z= ✓
1;
```

```
class Derived :  [ ]  Base
{
   int A;
 Protected :
   int B; , Y
 Public :
    int C; , Z
    Derived (int a,int b,int c ,
     int a ,int b , int c):...
     {.....}

     int Fun()
     { return A + ✓
              B + ✓
              C + ✓
              X + X
              Y + ✓
              Z ;} ✓

     };
Derived  O2;
O2.X = X
O2.Y = X
O2.Z = ✓
O2.A = X
O2.B = X
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K; , B , Y , C , Z
protected :
   int L;
 Public :
   int M;
Derived2 (.....) {}

 int Fun ()
 { return K+ ✓
         L + ✓
         M + ✓
         A + X
         B + ✓
         C + ✓
         X + X
         Y + ✓
         Z ;} ✓
};
Derived02  O3
O3.X = X
O3.Y = X
O3.Z = X
O3.A = X
O3.B = X
O3.C = X
O3.K = X
O3.L = X
O3.M = ✓
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
✓ 4. Public , Private
5. Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
 int X ;
Protected :
 int Y;
public :
  int Z;

   Base (int x,int y,int z)
                        {...}

   int Fun ()
    { return   X + ✓
               Y + ✓
               Z ;} ✓

};

int Main ()
{
  Base O1;
O1. X = ✗
O1.Y= ✗
O1.Z= ✓
1:
```

```
class Derived :  [ ]  Base
{
  int A;
 Protected :
  int B; , Y , Z
Public :
  int C;
  Derived (int a,int b,int c ,
   int a ,int b , int c):...
   {.....}

   int Fun()
   { return A + ✓
            B + ✓
            C + ✓
            X + ✗
            Y + ✓
            Z ;} ✓

   };
Derived  O2;
O2.X = ✗
O2.Y = ✗
O2.Z = ✗
O2.A = ✗
O2.B = ✗
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K;
protected :
  int L; , B , Y , Z
Public :
  int M; , C
Derived2 (.....) {}

  int Fun ()
  { return K+ ✓
          L + ✓
          M + ✓
          A + ✗
          B + ✓
          C + ✓
          X + ✗
          Y + ✓
          Z ;} ✓

};
```

```
Derived02  O3
O3.X = ✗
O3.Y = ✗
O3.Z = ✗
O3.A = ✗
O3.B = ✗
O3.C = ✓
O3.K = ✗
O3.L = ✗
O3.M = ✓
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
✓ 5. Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
  int X ;
Protected :
  int Y;
public :
  int Z;

   Base (int x,int y,int z)
                        {...}
   int Fun ()
    { return   X + ✓
               Y + ✓
               Z ;} ✓

};

int Main ()
{
  Base O1;
O1. X = X
O1.Y= X
O1.Z= ✓
1;
```

```
class Derived :  [ ]  Base
{
  int A;, Y , Z
 Protected :
  int B;
Public :
   int C;
   Derived (int a,int b,int c ,
    int a ,int b , int c):...
    {.....}

    int Fun()
    { return A + ✓
              B + ✓
              C + ✓
              X +  X
              Y + ✓
              Z ;} ✓

    };
Derived  O2;
O2.X = X
O2.Y = X
O2.Z = X
O2.A = X
O2.B = X
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K;
protected :
  int L; ,B , C
 Public :
   int M;
Derived2 (.....) {}

   int Fun ()
   { return K+ ✓
           L + ✓
           M + ✓
           A + X
           B + ✓
           C + ✓
           X + X
           Y + X
           Z ;} X

};
```

```
Derived02  O3
O3.X = X
O3.Y = X
O3.Z = X
O3.A = X
O3.B = X
O3.C = X
O3. K= X
O3. L = X
O3.M = ✓
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected ✓
7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
 int X ;
Protected :
 int Y;
public :
  int Z:

  Base (int x,int y,int z)
                    {...}
  int Fun ()
   { return   X + ✓
              Y + ✓
              Z ;} ✓
};

int Main ()
{
 Base O1;
O1. X = X
O1.Y= X
O1.Z= ✓
1;
```

```
class Derived :  [ ]  Base
{
  int A; , Y , Z
 Protected :
  int B;
Public :
   int C;
   Derived (int a,int b,int c ,
    int a ,int b , int c):...
    {.....}

   int Fun()
   { return A + ✓
            B + ✓
            C + ✓
            X +  X
            Y + ✓
            Z ;} ✓
};
Derived  O2:
O2.X = X
O2.Y = X
O2.Z = X
O2.A = X
O2.B = X
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K;
protected :
  int L;, B
 Public :
   int M; , C
Derived2 (.....) {}

 int Fun ()
 { return K+ ✓
          L + ✓
          M + ✓
          A + X
          B + ✓
          C + ✓
          X + X
          Y + X
          Z ;} X
};
Derived02  O3
O3.X = X
O3.Y = X
O3.Z = X
O3.A = X
O3.B = X
O3.C = ✓
O3. K= X
O3. L= X
O3. M = ✓
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected
✓7- private ,public
8- protected ,private
9- public ,protected

```
class Base
{
 int X ;
Protected :
 int Y;
public :
  int Z:

  Base (int x,int y,int z)
                    {...}
  int Fun ()
   { return   X + ✓
              Y + ✓
              Z ;} ✓
};

int Main ()
{
 Base O1;
O1. X = X
O1.Y= X
O1.Z= ✓
1;
```

```
class Derived :  [ ]  Base
{
  int A;
 Protected :
  int B;, Y , Z
Public :
   int C;
  Derived (int a,int b,int c ,
   int a ,int b , int c):...
   {.....}

  int Fun()
  { return A + ✓
           B + ✓
           C + ✓
           X +  X
           Y + ✓
           Z ;} ✓
};
Derived  O2;
O2.X = X
O2.Y = X
O2.Z = X
O2.A = X
O2.B = X
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K; , B , Y , Z , C
protected :
  int L;
Public :
   int M;
Derived2 (.....) {}

int Fun ()
{ return K+ ✓
         L + ✓
         M + ✓
         A + X
         B + ✓
         C + ✓
         X + X
         Y + ✓
         Z ;} ✓
};
Derived02  O3
O3.X = X
O3.Y = X
O3.Z = X
O3.A = X
O3.B = X
O3.C = X
O3. K= X
O3. L = X
O3. M = ✓
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected
7- private ,public
✓8- protected ,private
9- public ,protected

```
class Base
{
 int X ;
Protected :
 int Y;
public :
  int Z:

   Base (int x,int y,int z)
                        {...}

   int Fun ()
    { return   X + ✓
               Y + ✓
               Z ;} ✓

};

int Main ()
{
  Base O1;
O1. X = X
O1.Y= X
O1.Z= ✓
1;
```

```
class Derived :  [ ]  Base
{
  int A;
 Protected :
  int B; , Y
Public :
   int C; , Z
   Derived (int a,int b,int c ,
   int a ,int b , int c):...
   {.....}

   int Fun()
   { return A + ✓
            B + ✓
            C + ✓
            X + X
            Y + ✓
            Z ;} ✓

   };
Derived  O2;
O2.X = X
O2.Y = X
O2.Z = ✓
O2.A = X
O2.B = X
O2.C = ✓
2'
```

```
class Derived02 :  [ ]  Derived
{
  int K;
protected :
  int L; , B, Y , C , Z
Public :
   int M;
Derived2 (.....) {}

 int Fun ()
 { return K+ ✓
          L + ✓
          M + ✓
          A + X
          B + ✓
          C + ✓
          X + X
          Y + ✓
          Z ;} ✓
};
Derived02  O3
O3.X = X
O3.Y = X
O3.Z = X
O3.A = X
O3.B = X
O3.C = X
O3.K = X
O3.L = X
O3.M = ✓
3;
```

1. Public , Public
2. Protected , Protected
3. Private , Private
4. Public , Private
5. Protected , Public
6- private ,protected
7- private ,public
8- protected ,private
✓ 9- public ,protected