P1)

#include<iostream>

using namespace std;

class A

{

int a;

public:

void setA(int s){a=s;}

int getA(){return a;}

}; // public mode means =>protected section will be protected and public will be public

class B:public A // protected mode

{

int b;

public:

void setB(int b1){b=b1;}

int getB(){return b;}

void disp()

{

cout<<"a= "<<getA()<<endl;

cout<<"b= "<<getB()<<endl;

}

void compute()

{

cout<<"sum = "<<getA()+b<<endl;

}

};

int main()

{

B obj;

obj.setA(3);

obj.setB(4);

obj.disp();

obj.compute();

return 0;

}

OUTPUT:  
