## Access Specifiers in C#

```
using System;
using System.Collections.Generic;
using System.Linq;
using System.Text;
namespace ConsoleApplication3
   public class BaseClass
       protected internal int prot intValue = 0;
       public int publicValue = 12;
       internal int internalValue=100;
       private int privateValue=500;
       protected int protectedValue=600;
       void display()
            //all are accessible
   class Program
       static void Main(string[] args)
            var baseObject = new BaseClass();
           //internalValue,publicValue,prot intValue are accessible;
            //private and protected are not accessible
   class derivedsameassembly : BaseClass
       void display()
          //internalValue,protectedValue,publicValue are accessible;
              //prot_intValue is accessible;
          //private is not accessible
```

```
namespace oop
    class diffnamespace1
        void display()
           var baseObject = new ConsoleApplication3.BaseClass();
            baseObject.
           //internalValue,publicValue,prot intValue are accessible;
           //protectedValue,private are not accessible
    class diffnamespace2:ConsoleApplication3.BaseClass
        void display()
           //internalValue,publicValue are accessible;
              //prot_intValue, protectedValue, are accessible;
           //private is not accessible
```

```
using System.Text;
using ConsoleApplication3;
namespace ConsoleApplication4
    class Program
        static void Main(string[] args)
            var baseObject = new BaseClass();
            baseObject.publicValue = 1000;
            //only publicValue is accessible
    class DerivedClass : BaseClass
   void display()
       var derivedObject = new DerivedClass();
       //prot_intValue,protectedValue,publicValue are accessible
       //private and internal are not accessible
```

## Demo C# Program

Program to check if a number is even or odd

```
using System;
public class Exercise2
  public static void Main()
  int num1, rem1;
  Console.Write("\n\n");
  Console.Write("Check whether a number is even or odd:\n");
  Console.Write("-----");
  Console.Write("\n\n");
  Console.Write("Input an integer : ");
  num1= Convert.ToInt32(Console.ReadLine());
  rem1 = num1 % 2;
  if (rem1 == 0)
           Console.WriteLine("{0} is an even integer.\n",num1);
  else
           Console.WriteLine("{0} is an odd integer.\n",num1);
```