Short Answers

Q1. What is the purpose of access modifiers in oop?

Ans. There are three access modifiers in OOP.

* Public: Members declared as public are accessible to any code that can access the object. They have no restrictions on their accessibility.
* Private: Members declared as private are only accessible within the class in which they are defined. They cannot be accessed from any outside code.
* Protected: Members declared as protected are accessible within the class in which they are defined, as well as in any subclass of that class. They cannot be accessed from any outside code.

Q2. If we want to access the private member of a class in the child class what do we need to change?

Ans. We need to change the access modifier of the private member to either protected or public.

Q3. Determine the accessibility of function and data members in the following scenarios.

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| Scenario | Accessible | Not Accessible |
| A private data member is declared in a class in accessible by its object in the main function |  |  |
| A protected function defined in parent class by the function of the child class |  |  |
| A public data member of the parent class by the object of child class |  |  |