

Day 18 Create a class name member having following details

• member (name, age, address, salary)

→ it also has a method print detail which print all the details of members.

class worker, manager. Inherit member

→ class The workers of manager class have data member specialization of departments respectively.

AM (Access modifier)

		<u>with same class</u>	<u>outside class</u>	<u>outside Package</u>
Method	public	✓	✓	✓
Variable	private	✓	✗	✗
	protected	✓	✓	✓ (INHERITABLE)
	default	✓	✓	✗

→ void game()

{

// default modifier. Automatically set

}

→ class also can be Public / private / protected