#include<iostream>

using namespace std;

class SuperClass

{

public:

int publicVar=’A’;

private:

int privateVar=’B’;

protected:

int protectedVar=’C’;

public:

int gValp()

{

return privateVar;

}

int gValpr()

{

return protectedVar;

}

int gValpu()

{

return publicVar;

}

};

//public Inheritance

class SubClass01: public SuperClass

{

public:

int var1=publicVar;

int var2=protectedVar;

int var3=gValp();

};

//private Inheritance

class SubClass02: private SuperClass

{

public:

int var01=publicVar;

int var02=protectedVar;

int var03=gValp();

};

//protected Inheritance

class SubClass03: protected SuperClass

{

public:

int var001=publicVar;

int var002=protectedVar;

int var003=gValp();

};

int main()

{

SuperClass obj;

SubClass01 obj1;

SubClass02 obj2;

SubClass03 obj3;

cout<<"SubClass01\n";

cout<<"Public : "<<obj1.var1<<endl;

cout<<"Protected : "<<obj1.var2<<endl;

cout<<"Private : "<<obj1.var3<<endl;

cout<<"SubClass02\n";

/\*cout<<"Public : "<<obj.publicVar<<endl;

cout<<"Protected : "<<obj.privateVar<<endl;

cout<<"Private : "<<obj.protectedVar<<endl;\*/

cout<<"Public : "<<obj2.var01<<endl;

cout<<"Protected : "<<obj2.var02<<endl;

cout<<"Private : "<<obj2.var03<<endl;

cout<<"SubClass03\n";

cout<<"Public : "<<obj3.var001<<endl;

cout<<"Protected : "<<obj3.var002<<endl;

cout<<"Private : "<<obj3.var003<<endl;

return 0;

}