```cpp
#include<iostream>
using namespace std;
class Coso
{
        int x;
        protected:
        float y;
        public:
        char st[10];
        Coso()
        {
        x = 0;
        y = -1.0;
        strcpy(st, "Co so");
        }
};
class Danxuat1 : private Coso
{
        int x1;
        protected:
        float y1;
        public:
        char st1[10];
        Danxuat1()
        {
        x1 = x; // error
        y1 = y; // y: private
        strcpy(st1, st); // st: private
}
};
class Danxuat1_1 : private Danxuat1
{
        int x1_1;
        protected:
        float y1_1;
        public:
        char st1_1[10];
        Danxuat1_1()
        {
        x1_1 = x; // error
        y1_1 = y; // error
        strcpy(st1_1, st); // error
        }
};
class Danxuat2 : protected Coso
{
        int x2;
        protected:
        float y2;
        public:
        char st2[10];
        Danxuat2()
        {
        x2 = x; // error
        y2 = y; // y: protected
```

```cpp
        strcpy(st2, st); // st: protected
        }
};
class Danxuat2_1 : protected Danxuat2
{
        int x2_1;
        protected:
        float y2_1;
        public:
        char st2_1[10];
        Danxuat2_1()
        {
        x2_1 = x; // error
        y2_1 = y; // y: protected
        strcpy(st2_1, st); // st: protected
        }
};
class Danxuat3 : public Coso
{
        int x3;
        protected:
        float y3;
        public:
        char st3[10];
        Danxuat3()
        {
        x3 = x; // error
        y3 = y; // y: protected
        strcpy(st3, st); // st: public
        }
};
int main()
{
        Coso cs;
        Danxuat1 dx1;
        dx1.y = -0.5; // error
        Danxuat2 dx2;
        strcpy(dx2.st, "Protected"); // error
        Danxuat3 dx3;
        strcpy(dx3.st, "Public");
        return 0;
}
```