using System;

// Santoshi Rimal

namespace Member\_Access

{

class Program

{

static void Main(string[] args)

{

childclass child = new childclass();

child.checkmember();

Console.ReadKey();

}

}

class baseclass

{

public void public\_member()

{

Console.WriteLine("I am Public Method");

}

protected void protected\_member()

{

Console.WriteLine("I am Protected Method");

}

internal void internal\_member()

{

Console.WriteLine("I am Internal Method");

}

protected internal void protected\_internal\_member()

{

Console.WriteLine("I am protected internal method");

}

private void private\_member()

{

Console.WriteLine("I am private method");

}

}

class childclass : baseclass

{

public void checkmember()

{

public\_member();

protected\_member();

protected\_internal\_member();

internal\_member();

// private\_member(); // Raise Error > It can't accessed

}

}

}