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Section:B

1)

```cpp
#include <iostream>
using namespace std;
class Shape
{
private: // private access specifire
float size=20;
protected: // protected  access specifire
float area=34;

public: // public  access modifire
float volume =33;
void draw()
{
cout<< "Parent Class: Shape:";
}
void dispalySize(){
cout<< "Parent Class: size:"<<size;}};
class Cricle : public Shape // public inheri...
{
public:
void draw()
{
cout<< "Child Class: Circle:"<<endl;

// because its public Inheritance we can access  (public, procted) member
//with out creating object in child class
cout<< "Partent Class Area:" << area<<endl; // proctected
cout<< "Partent Class Volume:" << volume<<endl; // public
dispalySize();}};
int main (){
    Cricle circle;
    // We are accessing public variable of Parent class though child class object
    cout<< "Shape Volume"<< circle.volume<<endl;
circle.draw();}
```

```
/home/shoaib/Desktop/asifabro
Shape Volume33
Child Class: Circle:
Partent Class Area:34
Partent Class Volume:33
Parent Class: size:20
Process returned 0 (0x0)   execution time : 0.008 s
Press ENTER to continue.
```

2)

```cpp
{
private: // private access specifire
float size = 20;
protected: // protected  access specifire
float area=34;

public: // public  access modifire
float volume = 33;
void draw()
{
cout<< "Parent Class: Shape:";
}
void dispalySize()
{
cout<< "Parent Class: size:"<<size;
}
} ;
class Cricle : private Shape
{

public:
void draw()
{
cout<< "Child Class: Circle:"<<endl;
cout<< "Partent Class Area:" << area<<endl; // proctected
cout<< "Partent Class Volume:" << volume<<endl; // public
dispalySize();
}
};
int main ()
{
    Cricle circle;
    //cout<< "Shape Volume"<< circle.volume<<endl;
circle.draw();
}
```

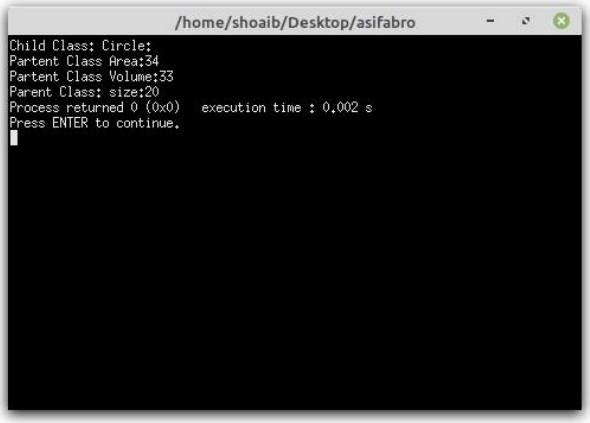
```
/home/shoaib/Desktop/asifabro
Child Class: Circle:
Partent Class Area:34
Partent Class Volume:33
Parent Class: size:20
Process returned 0 (0x0)   execution time : 0.002 s
Press ENTER to continue.
```

3)

```cpp
#include <iostream>
using namespace std;
class Shape
{
private: // private access specifire
float size = 20;
protected: // protected  access specifire
float area=34;

public: // public  access modifire
float volume = 33;
void draw()
{
cout<< "Parent Class: Shape:";
}
void dispalySize()
{
cout<< "Parent Class: size:"<<size;
}
} ;
class Cricle : protected Shape
{

public:
void draw(){
cout<< "Child Class: Circle:"<<endl;
cout<< "Partent Class Area:" << area<<endl; // proctected
cout<< "Partent Class Volume:" << volume<<endl; // public
dispalySize();}};
int main (){
    Cricle circle;
    //cout<< "Shape Volume"<< circle.volume<<endl;
circle.draw();}
```



4)

```cpp
#include<iostream>
using namespace std;
class Shape
{
public :
void draw() { cout<<"Shape Parent Class";}
};


class Circle: public Shape{
public :
void draw() { cout<<"Child Circle Class";}
};


class Rectangle: protected Shape{
public :
void draw() { cout<<"Child Rectangle Class";}
};


class Triangle: private Shape{
public :
void draw() { cout<<"Child Triangle Class";}
};


int main ()
{
Circle circle;
Rectangle rectangle;
Triangle triangle;

return 0;
}
```