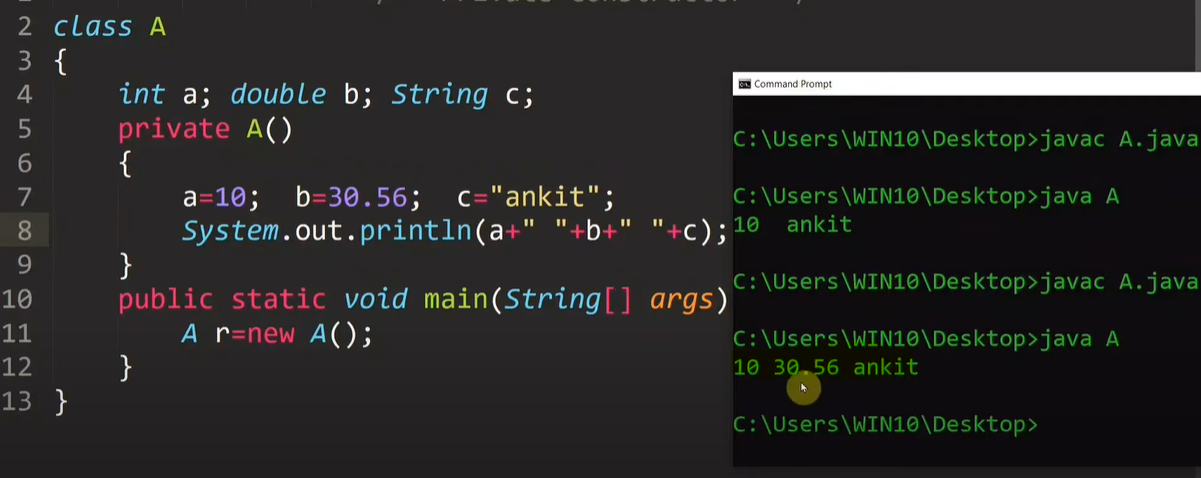


If main fun is in a same class(I.e class A) then we can access private constructor



If main fun in different calss then we cant access private constructor

