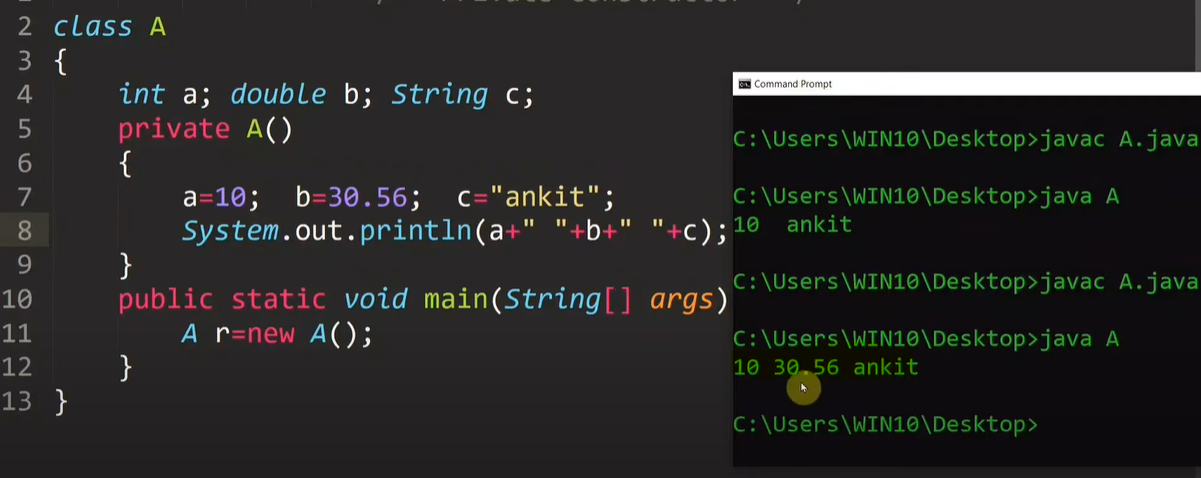


If main fun in same class the we can access private constructor



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

