Week 10-11

Q2. Program with private, public visibility modifiers in single inheritance

#include <iostream>

using namespace std;

class Base { // Base class

private:

int privateValue; // Private member

public:

void setValue(int v) { // Public method to set private member

privateValue = v;

}

void displayValue() { // Public method to display private member

cout << "Private Value: " << privateValue << endl;

}

};

class Derived : public Base { // Derived class

public:

void show() {

cout << "Accessing base class methods." << endl;

displayValue(); // Accessing public method of base class

}

};

int main() {

Derived d; // Create an object of derived class

d.setValue(10); // Set value using base class method

d.show(); // Show value using derived class method

return 0;

}