Week 10-11

Q3. Program with protected visibility modifier in single inheritance

#include <iostream>

using namespace std;

class Base { // Base class

protected: // Protected member

int protectedValue;

public:

void setValue(int v) {

protectedValue = v; // Method to set protected member

}

};

class Derived : public Base { // Derived class

public:

void show() {

cout << "Protected Value: " << protectedValue << endl; // Accessing protected member

}

};

int main() {

Derived d; // Create an object of derived class

d.setValue(20); // Set value using base class method

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

return 0;

}