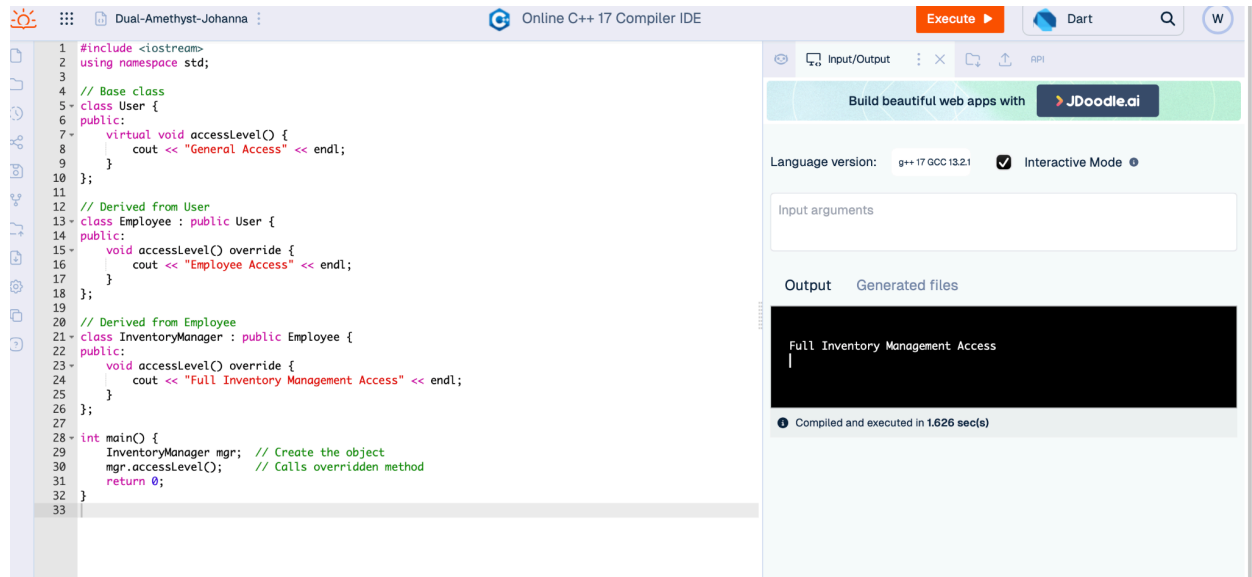


# Module 10: Inheritance, Method Overriding



The screenshot displays an online C++ 17 Compiler IDE interface. The left pane shows the source code, and the right pane shows the execution output.

```
1 #include <iostream>
2 using namespace std;
3
4 // Base class
5 class User {
6 public:
7     virtual void accessLevel() {
8         cout << "General Access" << endl;
9     }
10 };
11
12 // Derived from User
13 class Employee : public User {
14 public:
15     void accessLevel() override {
16         cout << "Employee Access" << endl;
17     }
18 };
19
20 // Derived from Employee
21 class InventoryManager : public Employee {
22 public:
23     void accessLevel() override {
24         cout << "Full Inventory Management Access" << endl;
25     }
26 };
27
28 int main() {
29     InventoryManager mgr; // Create the object
30     mgr.accessLevel();    // Calls overridden method
31     return 0;
32 }
33
```

The right pane shows the execution output:

Full Inventory Management Access

Compiled and executed in 1.626 sec(s)