Access Modifiers

1. Create a package com.bootcamp.java.YOURNAME.abc.

* In this package create three classes A, B, and C. Make class B inherit from class A. Leave C alone as a stand alone class.

2. Create another package com.bootcamp.java.YOURNAME.xyz.

* In this package create three classes X, Y, AND Z. Make class Y inherit from class X. Leave Z alone as a stand alone class.

3. Create a third package com.bootcamp.java.YOURNAME.world with a stand alone class W.

4. create an attribute (int i) in Class A.

* Switch the access modifier for this attribute between public, private, protected, and default modifiers and try to access it in each scenario from:
  + Class A, B, and C
  + Class X, Y, and Z
  + Class W

5. Move Class B from package com.bootcamp.java.YOURNAME.abc to com.bootcamp.java.YOURNAME.xyz and repeat step 4.

Reference

http://stackoverflow.com/questions/215497/in-java-whats-the-difference-between-public-default-protected-and-private