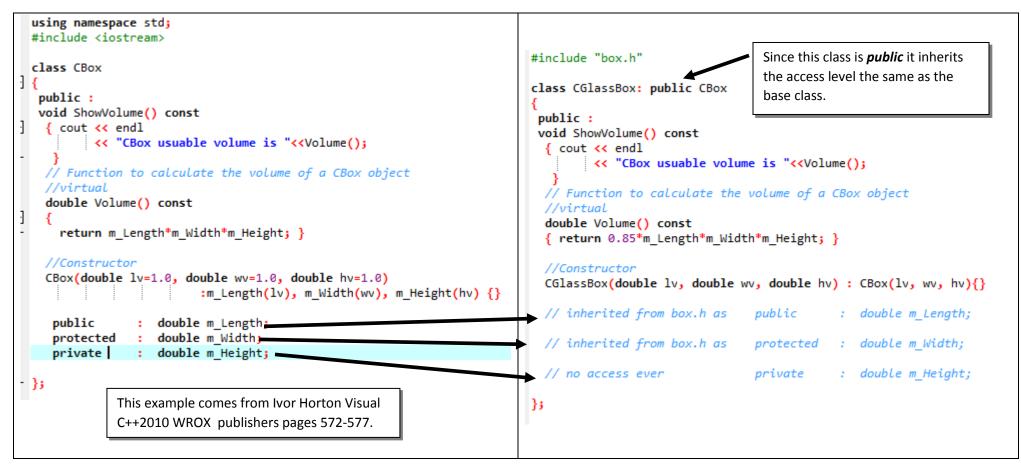
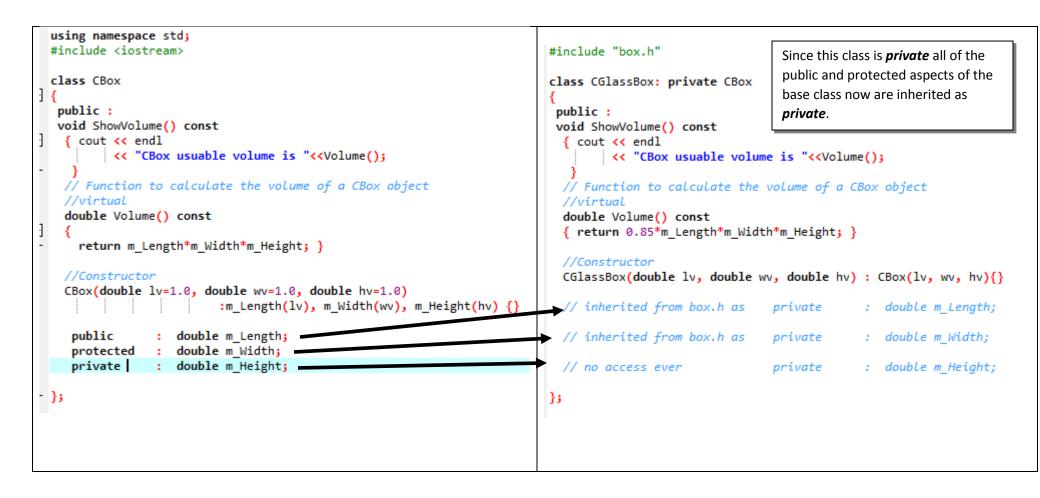
## **Public/Protected/Private**

## **Access Level of Inherited Class members**



using processo std.	
<pre>using namespace std; #include <iostream></iostream></pre>	<b>#include "box.h"</b> Since this class is <b>protected</b> all of the
<pre>class CBox {     public :     void ShowVolume() const     { cout &lt;&lt; endl</pre>	<pre>class CGlassBox: protected CBox {     public :     void ShowVolume() const     {         cout &lt;&lt; endl</pre>
<pre>//Constructor CBox(double lv=1.0, double wv=1.0, double hv=1.0)</pre>	<pre>//Constructor CGlassBox(double lv, double wv, double hv) : CBox(lv, wv, hv){} // inherited from box.h as protected : double m_Length;</pre>
<pre>public : double m_Length; protected : double m_Width; private : double m_Height;</pre>	<pre>// inherited from box.h as protected : double m_Width; // no access ever private : double m_Height;</pre>
- };	};



*Protected* members are like private members of a class, except that they can be accessed by derived classes.

*Private* members can accessed on by the base class functions and not derived classes.