

Access specifiers.

Access specifiers define how the members of a class can be accessed.

In C++, there are three access specifiers.

Public
Private
Protected.

1. Public:- The Public keyword is used to create public members (data and functions).

- The Public members are accessible from any part of program.
- It means all the class members declared under public will be available to everyone.
- The data members and member functions declared public can be accessed by other classes too.

example:- class ABC
{
public: // Public access modifier.
int x; // data member
void display(); // member function.
};

(2) Private:- Private keyword, means that no one can access the class members declared private, outside the class.

If someone tries to access the private members of a class, they will get a compile time error.

The Private keyword is used to create private members (data and functions).

The private members can only be accessed from within the class.

However, friend classes and friend functions can access private members.

Example:- class abc
{

```
private: // Private access modifier.  
int x; // data member  
void display(); // member function  
};
```

③ Protected Access Modifier

Protected, is the last access specifier, and it is similar to private, it make class member inaccessible outside the class. But they can be accessed by any sub class of that class.

The protected keyword is used to create protected members (data and functions).

The Protected members can be accessed within the class and from the derived class.

Example:- class xyz
{

```
protected : // Protected access specifier  
int a; // data member  
void display(); // member function  
};
```