

SNS COLLEGE OF ENGINEERING



Kurumbapalayam(Po), Coimbatore – 641 107
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Department of Information Technology

19CS204 OBJECT ORIENTED PROGRAMMING

I YEAR /II SEMESTER

Topic – Protected Member





Inheritance – Protected Member



- The private members of a class cannot be directly accessed outside the class.
- Only methods of that class can access the private members directly.
- However, sometimes it may be necessary for a subclass to access a private member of a superclass.
- If you make a private member public, then anyone can access that member.
- So, if a member of a superclass needs to be (directly) accessed in a subclass and yet still prevent its direct access outside the class, you must declare that member protected.

The protected keyword is an access modifier used for attributes, methods and constructors, making them accessible in the same package and subclasses.



Inheritance – Protected Member



```
class Square extends Shape
Example
class Shape
                                                                       public double getArea()
  protected double height; // To hold height.
                                                                       return height * height;
  protected double width; //To hold width or base
  public void setValues(double height, double width)
                                                                       public class TestProgram
    this.height = height;
                                                                        public static void main(String[] args)
    this.width = width;
                                                                         Rectangle rectangle = new Rectangle();
                                                                         Triangle triangle = new Triangle();
                                                                          Square square = new Square();
class Rectangle extends Shape
                                                                          square.setValues(4,10);
                                                                       rectangle.setValues(5,4);
  public double getArea()
                                                                       triangle.setValues(5,10);
                                                                        System.out.println("Area of rectangle: " +
                                                                                    rectangle.getArea());
    return height * width; //accessing protected members
                                                                          System.out.println("Area of triangle: " +
class Triangle extends Shape
                                                                                    triangle.getArea());
  public double getArea()
                                                                         System.out.println("Area of Square:" +square.getArea());
    return height * width / 2; //accessing protected members
```



Inheritance – Constructor in Subclass



```
Example
```

```
class Box {
double width;
double height;
double depth;
Box(double w, double h, double d) {
width = w;
height = h;
depth = d;
Box() {
width = -1; // use -1 to indicate
height = -1; // an uninitialized
depth = -1; // box
Box(double len) {
width = height = depth = len;
double volume() {
return width * height * depth;
```

```
class BoxWeight extends Box {
double weight; // weight of box
BoxWeight(double w, double h, double d, double m) {
width = w;
height = h;
depth = d;
weight = m;
class DemoBoxWeight {
public static void main(String args[]) {
BoxWeight mybox1 = new BoxWeight(10, 20, 15, 34.3);
BoxWeight mybox2 = new BoxWeight(2, 3, 4, 0.076);
double vol:
vol = mybox1.volume();
System.out.println("Volume of mybox1 is " + vol);
System.out.println("Weight of mybox1 is " + mybox1.weight);
System.out.println();
vol = mybox2.volume();
System.out.println("Volume of mybox2 is " + vol);
System.out.println("Weight of mybox2 is " + mybox2.weight);
```





THANK YOU