

Access Right for Members

- The access rights of members determine how the members are accessible from outside
- C++ has three different access rights
 - `public`: no restriction
 - `protected`: access from inside the class and all derived classes
 - `private`: access only from inside the class

Access Right for Members

- Rules

1. All members of a class are per default private.
2. All members of a struct or union are per default public.
3. The access rights are determined by the last used access specifier.
4. The access specifier can be used multiple times.



The `public` and `protected` members are the interface of the class, the `private` members are the implementation of the class.