

Solution Code



```
#include <iostream>
using namespace std;
class A{
    private:
        int a;
    protected:
        int p;
    public:
        void get_a(int a){
            this->a=a;
        }
        void put_a(){
            cout<<"a="<<a<<endl;
        }
};
class B: public A{
    private:
        int b;
    public:
        void get_b(int b){
            this->b=b;
        }
        void get_p(int p){
            this->p=p;
        }
        void put_b(){
            cout<<"b="<<b<<endl;
        }
        void put_p(){
            cout<<"p="<<p<<endl;
        }
};
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Solution Code



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```
int main(){  
  
    B objB;  
  
    objB.get_a(10);  
    objB.get_b(20);  
    objB.get_p(30);  
  
    objB.put_a();  
    objB.put_b();  
    objB.put_p();  
  
    return 0;  
}
```