1. Perform the following tasks.
2. Define a base class called **Person**, which has the following members:

**Private** Data Items:

Name, SSN , age, City, Phone

**Public** Functions:

set\_Personal\_info() // set for the above info (from the user).

print\_info() // prints all the info for the class.

Person() // constructor print a message "person constructor"

~Person() // destructor print a message "person destructor"

1. Now define a class called **Student**, which is **publicly** **derived** from **Person**. It should have the following public members:

**Protected** Data Items:

Major // engineering, business, history, etc.

Hours // how many Hours student has learned

GPA // Grade Point Average

**Public** Functions:

set\_Student\_info() // a function that sets for student info from user

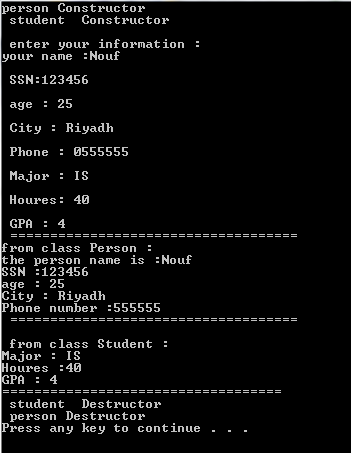
print\_Student\_info() // print the stored information

Student() // constructor print a message "student constructor"

~Student() // destructor print a message "student destructor"

1. Write a short main() program which instantiates as an object of the class Student **yourself** (the object name will be your name ).
2. Supply all the information through the set\_Student\_info() and set\_Personal\_info() functions called by the user, and print the data out using the function print

**Turn in the .CPP file and the screen output**.



1. On the same Question above change the access ID for the inheritance to **private** .What are the changes you need to do in the class to still perform the same as Q1

**Turn in the .CPP file and the screen output**.