Practice 13
• Can we access x, y, z?

• How can we access x, y, z?

• Access all x, y, z without changing access specifier
Multi inheritance

- Anticipate the result

```cpp
#include <iostream>
using namespace std;

// base class
class Vehicle
{
    public:
        Vehicle()
        {
            cout << "This is a Vehicle" << endl;
        }
};

class fourWheeler: public Vehicle
{
    public:
        fourWheeler()
        {
            cout<<"Objects with 4 wheels are vehicles"<<endl;
        }
};

// sub class derived from two base classes
class Car: public fourWheeler
{
    public:
        Car()
        {
            cout<<"Car has 4 Wheels"<<endl;
        }
};

// main function
int main()
{
    Car obj;
    return 0;
}
```
Tic Tac Toe

- Fill in class ttt
- Be note that ttt derive from board
Tic Tac Toe ex

1  2  3
4  5  6
7  8  9

player 1 move : 2
1  X  3
4  5  6
7  8  9

player 2 move : 3
1  X  0
4  5  6
7  8  9

player 2 move : 4
1  X  0
0  X  6
7  8  9

player 1 move : 5
1  X  0
4  X  6
0  X  6
7  8  9

player 1 win

player 1 move : 8
1  X  0
1  X  0
0  X  6
0  X  6
7  X  9

player 1 win