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

- Tic-tac-toe (also known as noughts and crosses or Xs and Os) is a paper-and-pencil game for two players, X and O, who take turns marking the spaces in a 3×3 grid. The player who succeeds in placing three of their marks in a horizontal, vertical, or diagonal row wins the game.
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 1 move :5
1 X 0
4 X 6
7 8 9
player 1 win
```