

```
struct Person
{
    Person(string const& name) : name_(name) {}

    string const& name() const { return name_; }
    string & name() _____ { return name_; }
protected:
    void setName(string const& newName) { name_ = newName; }
```

```
private:
    string name_;
};
_____
struct Student : Person
{
    Student( string const & name, size_t group )
        : Person("Student" + name)
        , group_(group)
    {}

    size_t group() const { return group_; }
```

```
private:
    size_t group_;
};
struct Teacher : Person
{
    Teacher( string const & name, string const& course )
        : Person(name)
        , course_(course)
    {}

    string course() const { return course_; }
```

```
private:
    string course_;
};
```

```
struct Father
{
    friend struct Friend1;
    struct Inner {};

private:
    string secret1_;
};

struct Son : Father
{
    friend string tellSecret(Son const & s);

private:
    string secret2_;
};

struct Friend1
{
    string getSecret(Father const& f) { return f.secret1_; }
};

void tellSecret(Son const & s) { std::cout << s.secret2_; }
```