Software development technique in which module interface exposes as little as possible about the internal implementation or working of the module. And other module are restricted from using the current module if it is not defined in the module interface specification.

1.Information hiding

2. Hide the members of the class from other class and implemented using access specifiers.

3. Helps in maintaining the integrity of the state of the data by defining the private fields

4. Black box programming hiding the data and other information about the hoe the code acts on that data.

5. With this only other can changes the class without breaking the existing code that uses it.

1. Public
2. Private
3. Protected
4. Internal
5. Protected internal





