



JAVA – Access specifiers

02 Encapsulation



```
class Car
{
    int mileage;
    int max_speed;
    public:
        void display();
}
```



Data Encapsulation - Wrapping the data and functions in one single unit

03 Abstraction



Abstraction - hiding irrelevant details from the user.

Access specifiers are the main pillar of implementing abstraction.

Java Package:



- Is a group of similar types of classes, interfaces and sub-packages
- built-in package and user-defined package
- built-in packages such as java, lang, awt, javax, swing, net, io, util, sql etc.(14 packages)

Simple example of java package

```
package mypack;  
public class Simple  
{  
    public static void main(String args[])  
    {  
        System.out.println("Welcome to package");  
    }  
}
```



Access package from another package:

Three ways to access the package from outside the package.

- `import package.*;`
- `import package.classname;`
- fully qualified name.

Using packagename.*



//save by A.java

package pack;

public class A

{

public void msg()

 {

 System.out.println("Hello");

 }

}

//save by B.java

package mypack;

import pack.*;

class B

{

public static void main(String args[])

 {

 A obj = **new** A();

 obj.msg();

 }

}

Output: Hello

Using packagename.classname



//save by A.java

package pack;

public class A

```
{  
    public void msg()  
    {  
        System.out.println("Hello");  
    }  
}
```

//save by B.java

package mypack;

import pack.A;

class B

```
{  
    public static void main(String args[])  
    {  
        A obj = new A();  
        obj.msg();  
    }  
}
```

Output: Hello

Using fully qualified name



```
//save by A.java
```

```
package pack;
```

```
public class A
```

```
{
```

```
    public void msg()
```

```
    {
```

```
        System.out.println("Hello");
```

```
    }
```

```
}
```

```
//save by B.java
```

```
package mypack;
```

```
class B
```

```
{
```

```
    public static void main(String args[])
```

```
    {
```

```
        pack.A obj = new pack.A(); //using fully qualified name
```

```
        obj.msg();
```

```
    }
```

```
}
```

Output: Hello

Access Specifiers



All members of a class can be accessed:

Within the class - No restriction.

From outside the class - ?

Access Specifiers



- Defines the access control

1. Public
 - **Access specifiers** define how a member's variables and member's functions of a class can be accessed **from outside the class**.
2. Private
3. Protected
4. Default



Private

Access Denied - Outsiders

Access Specifiers



```
class A
{
private int data;
int a;
public int b;
private void msg(){
    System.out.println("Hello java");    }
}

public class Simple
{   public static void main(String args[]){
    A obj=new A();
    System.out.println(obj.data);
        //Compile Time Error
    obj.msg();//Compile Time Error
    obj.data=40; // compile time error
    obj.a=10;
    obj.b= 20;

    }
}
```





Private

Access Denied - Outsiders

Access Specifiers



- ✓ Any object or function outside the class cannot access the private members.

Access Specifiers



Private

Access Denied - Outsiders

- ✓ Any object or function outside the class cannot access the private members.
- ✓ **Can be accessed only by the functions inside the class.**

```
public class A
{
    private String name;
    public String getName()
    {
        return name;
    }
    public void setName(String name)
    {
        this.name = name;
    }
}

public class Main
{
    public static void main(Stringargs[])
    {
        A obj=new A();
        obj.setName("Face");
        System.out.println(obj.getName());
    }
}
```

Output:
Face

Access Specifiers



Private

Access Denied - Outsiders

- ✓ Any object or function outside the class cannot access the private members.
- ✓ Can be accessed only by the functions inside the class.
- ✓ **By default all the members of a class would be private.**

Access Specifiers



Protected

- ✓ A protected member variable or function is very similar to a private member
- ✓ But they can be accessed by any subclass (derived class) of that class.

//save by A.java

```
package pack;  
public class A  
{  
    protected void msg()  
    {  
        System.out.println("Hello");  
    }  
}
```

//save by B.java

```
package mypack;  
import pack.*;  
class B extends A  
{  
    public static void main(String args[])  
    {  
        B obj = new B();  
        obj.msg();  
    }  
}
```

Output:
Hello





Public

Access Specifiers



```
class A
{
    public void msg();
    {
        System.out.println("Hello");
    }
}
class B
{
    public static void main(String args[])
    {
        A obj = new A();
        obj.msg();
    }
}
```

Output:

Hello



Access Specifiers



Public

- ✓ All the class members declared under public will be available to everyone.
- ✓ Public members can be accessed by other classes too.
- ✓ Can be accessed from anywhere in the program using the direct member access operator (.) with the object of that class.

Accessing **Public** Data Members:



```
class A
{
    public void msg();
    {
        System.out.println("Hello");
    }
}

class B
{
    public static void main(String args[])
    {
        A obj = new A();
        obj.msg();
    }
}
```

- Accessed using the direct member access (.) operator with the **object** of that class.



Default

Access Specifiers



Accessing **Default** Data Members:



//save by A.java

```
package pack;
```

```
class A
```

```
{
```

```
    void msg()
```

```
    {
```

```
        System.out.println("Hello");
```

```
    }
```

```
}
```

//save by B.java

```
package mypack;
```

```
import pack.*;
```

```
class B
```

```
{
```

```
    public static void main(String args[])
```

```
    {
```

```
        A obj = new A();//Compile Time Error
```

```
        obj.msg();//Compile Time Error
```

```
    }
```

```
}
```

- Access only the members of the same package.



1. Which methods can access to private attributes of a class?

- a. Only Static methods of the same class
- b. Only instances of the same class
- c. Only methods those defined in the same class
- d. Only classes available in the same package.



2. What is the output of the following program?



```
class Area {  
    int width;  
    int length;  
    int area;  
    void area(int width, int length)  
    {  
        this.width = width;  
        this.length = length;  
    }  
}
```

```
class Output {  
    public static void main(String args[])  
    {  
        Area obj = new Area();  
        obj.area(5 , 6);  
        System.out.println(obj.length  
        + " " + obj.width);  
    }  
}
```

a. 0 0 b. 5 6 c. 6 5 d. 5 5





3. Which of the following statements are incorrect?

- a. Default constructor is called at the time of declaration of the object if a constructor has not been defined.
- b. Constructor can be parameterized.
- c. finalize() method is called when a object goes out of scope and is no longer needed. ✓
- d. finalize() method must be declared protected.



4. What is the output of this program?

```
class ControlAccess
{
    public int x;
    private int y;
    void cal(int a, int b)
    {
        x = a + 1;
        y = b;
    }
}
```

```
class Access_Control {
    public static void main(String args[])
    {
        access obj = new access();
        obj.cal(2, 3);
        System.out.println(obj.x + " " + obj.y);
    }
}
```

a. 3 3

b. 2 3

c. Runtime Error

d. Compilation Error





5. The main method should be static for the reason

- a. It can be accessed easily by the class loader.
- b. It can be accessed by every method or variable without any hindrance.
- c. It can be executed without creating any instance of the class. ✓
- a. None of the above



6. Find the output of following program?

```
class Access{  
    public int x;  
    private int y;  
    void cal(int a, int b){  
        x =a + 1;  
        y =b;  
    }  
    void print() {  
        system.out.println(" " + y);  
    }  
}
```

```
class Access_Control {  
    public static void main(String args[])  
    {  
        access obj = new access();  
        obj.cal(2, 3);  
        System.out.println(obj.x);  
        obj.print();  
    }  
}
```

a. 2 3

b. 3 3

c. Runtime Error

d. Compilation Error



8. What is the output of this program?



```
class Output {  
    static void main(String args[])  
    {  
        int x , y = 1;  
        x = 10;  
        if (x != 10 && x / 0 == 0)  
            System.out.println(y);  
        else  
            System.out.println(++y);  
    }  
}
```

- a. 1 b. 2 c. Runtime Error d. Compilation Error



9. Predict the output



```
public class InitDemo
{
    static int i = demo();
    Static
    {
        System.out.print(i);
    }
    InitDemo(){
        System.out.print("hello1");
    }
}
```

```
public static void main
(String... args)
{
    System.out.print("Hello2");
}
static int demo(){
    System.out.print("InsideDemo");
    return 10;
}
}
```

- a. Compilation error.
- b. Illegal Argument Exception is thrown at runtime.
- c. InsideDemo 10 Hello2
- d. Hello2 InsideDemo 10 ✓

10. What will be the output for the below code?



```
public class Test{  
    static{  
        int a = 5;  
    }  
    public static void main(String[] args){  
        System.out.println(a);  
    }  
}
```

- a. Compile with error
- b. Runtime Exception
- b. 5
- c. 0



11. Find the output of the following program?



```
class Area
{
int width;
int length;
int volume;
area()
{
width=5;
length=6;
}
void volume()
{
```

```
volume = width*length*height;
}
}
class Cons_method {
public static void main(String args[])
{
Area obj = new Area();
obj.volume();
System.out.println(obj.volume);
}
}
```

a. 0

b. 1

c. 30

d. error



12. What is the return type of Constructors?

a. int

b. float

c. void

d. None of the above



14. Find the output of the following program?



```
class Box {  
    int width;  
    int height;  
    int length;  
}  
class Mainclass {  
    public static void main(String args[])  
    {  
        Box obj = new Box();  
        System.out.println(obj);  
    }  
}
```

- a. 0 b. 1 c. Runtime error d. Garbage value





15. Which of the following is a valid declaration of an object of class Coffee?

- a. `Coffee barista = new Coffee();` ✓
- b. `Coffee barista = new Coffee;`
- c. `Coffee = new Coffee();`
- d. `new Coffee barista;`



Thank you

