**Encapsulation**

* Encapsulation is a core principle of **object-oriented programming** in Java that involves bundling data (attributes) and methods (functions) that operate on that data into a single unit, typically a class.

[﻿en.wikipedia.org/wiki/Encapsulation\_(computer\_programming)](https://en.wikipedia.org/wiki/Encapsulation_(computer_programming))

* Data Variables -> Instance Variables -> They should not be accessed by outside without the methods.
* Getter, Setter

**Encapsulation - Rules**

1. all variables - instance in class -> private in nature.
2. If you want to access them -> getter , setter.
3. methods - public in nature.
4. If you don't want to share the methods -> protected.

