

Access modifiers in Java ?

* An access modifier describes the accessibility level of a class OR the member of the class.

* In terms of accessibility, Java has provided 5 access modifiers :

- a) private (Within the same class only)
- b) default (Within the same package only)
- c) protected (Within the same package as well as from another package but using inheritance)
- d) public (From anywhere)

Access Modifiers	Within the same class	Within the same Package	From Another Package	From everywhere [No restriction]
private	YES	NO	NO	NO
default	YES	YES	NO	NO
protected	YES	YES	YES [Inheritance]	NO
public	YES	YES	YES	YES

private access modifier :
It is the most restrictive access modifier because the member declared as private can't be accessible from outside.

In Java we can't declare an outer class as a private or protected Or static. Generally we should declare them as public or private access modifier (Java Rule).

No public outer classes can be declared as public, abstract, final, sealed and non-sealed modifier only.

default access modifier :

It is an access modifier which is less restrictive than private. It is such kind of access modifier whose physical existence is not visible that means when we declare any kind of access modifier (private, protected, public) then it is visible to the whole world but default is not.

As far as its accessibility is concerned, default members are accessible within the same package only. It is also known as private-package modifier.

package test;

```

public class Test
{
    int x = 100;
}

package com.sdc;

public class Main {
    public static void main(String[] args)
    {
        Test t = new Test();
        System.out.println(t.x);
    }
}

```

Note : Main class is available in the same package so, can access default member.

protected :

It is an access modifier which is less restrictive than default because the member declared as protected can be accessible from the outside of the package (folder) too but by using inheritance.

package com.sdc;

```

public class Test
{
    protected int x = 100;
}

package com.sdc;

import com.sdc.*;

public class Main {
    public static void main(String[] args)
    {
        Etc e = new Etc();
        e.display();
    }
}

```

Note : Etc class is available in another package so, It can access protected member by using inheritance rule.

public :

It is an access modifier which does not contain any kind of restriction that is the reason the member declared as public is visible to the whole world.

According to Object Oriented rule we should declare the classes and methods as public where as fields should be declared as private and methods according to the requirements.

Note : If a method is used for friend access only (like varargs) then we can declare that method as private method. It is called Holder method.

Access modifiers : private, default, protected, public

Important : All access modifiers are available in the first three and in the last one.

Note to access object properties (non static fields and its using toString() method of object class) :

If we want to print our object properties (instance variables Or Non static fields) then we should use toString() method of object class.

Now we can see the key of toString() method is to call writeObj() method of print the object properties (instance variable).

To access object properties (non static fields and its using toString() method of object class) :

Right click on the program > source > generate toString()

In order to call this toString() method, we need to give the corresponding object reference by using generate toString() method.

Manager m = new Manager();

Employee e = new Employee();

e.setSalary(); //Calling toString() method of Employee class.

public class Manager

```

    public int salary;
    private String name;
    private String designation;
    private double basicSalary;
}

public void setSalary(double salary)
{
    basicSalary = salary;
    basicSalary += 10;
    basicSalary *= 1.1;
}

public String toString()
{
    return "Manager [designation=" + designation + ", name=" + name + ", salary=" + salary + "]";
}

```

package com.sdc;

```

import com.sdc.*;
public class Main {
    public static void main(String[] args)
    {
        Manager m = new Manager();
        m.setName("Alok");
        m.setSalary(10000);
        System.out.println(m);
        System.out.println("-----");
        Employee e = new Employee();
        e.setSalary();
        System.out.println(e);
    }
}

```