**SUMMARY – Access Modifiers**

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1)

Using 4 different types of variables in parentClass, the variables are accessed in childClass and OtherClass within the same package and also childClass and Otherclass in different package.

Each type of variable is assigned a number and printed on screen to check the results.

Eg:

public class parentClass {

public int pub; *// public Indicator 1*

protected int pro; *//protected Indicator 2*

int dft; *// default aka no modifier Indicator 3*

private int pri; *//private Indicator 4*

2) RESULTS: The 4 types of variable in parentClass.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | ParentClass  Package 1 | ChildClass  Package 1 | OtherClass  Package 1 | ChildClass  Package 2 | OtherClass  Package 2 |
| Public | **ALL TYPES ACCESSIBLE WITHIN THE CLASS ITSELF** | **Accessible** | **Accessible** | **Accessible** | **Accessible** |
| Protected | **Accessible** | **Accessible** | **Accessible** | Not visible  **Accessible**  **through Get**  **and Set** |
| Default | **Accessible** | **Accessible** | Not visible  **Accessible**  **through Get**  **and Set** | Not visible  **Accessible**  **through Get**  **and Set** |
| Private | Not visible  **Accessible**  **through Get**  **and Set** | Not visible  **Accessible**  **through Get**  **and Set** | Not visible  **Accessible**  **through Get**  **and Set** | Not visible  **Accessible**  **through Get**  **and Set** |

3. Using constructors and SET/GET methods to access those that are not accessible.