

Lecture-11

Encapsulation

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Encapsulation is a process of

- packaging **variables** and **methods** into a **single unit**.
- **protecting data** by **declaring** them as **private**.
- As we know **private data** will be **hidden** from other classes and they can only be **accessed through** the **methods** of their **current classes**.
- This is known as **Data Hiding**

Encapsulation Example

As we can see from the left example that the `class_1` have a `variable` declared as `private`. So it is `hidden` from `other class`.

It can only be `access` by other classes through `setMethod` of the `class_1`.

So we can say that the `address` `variable` is `hidden` or has been `encapsulated`.

Class_1

```
public class EncapsualteClass {  
    private String address;  
    int roadNo;  
    public void setAddress(String address) {  
        this.address = address;  
    }  
    public void getAddress() {  
        System.out.println("Address is: "+address);  
    }  
    void info(){  
    }  
}
```

Class_2

```
public class TestEncap {  
    public static void main(String[] args) {  
        EncapsualteClass e = new EncapsualteClass();  
        e.roadNo = 54;  
        e.setAddress("Dhanmondi");  
        e.getAddress();  
    }  
}
```

Benefits of Encapsulation

- Provide Data Hiding.
- Reusability.
- Code can be modified without Breaking the continuation.
- Code maintainability – hiding implementation details reduce complexity

Thank you