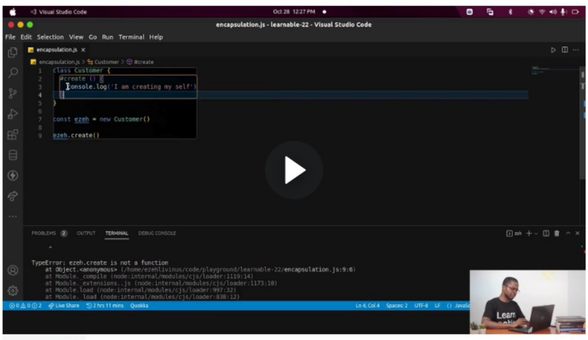
Encapsulation

Encapsulation in JavaScript

While this is no longer breaking news, it bears repeating: JavaScript is a powerful object-oriented language capable of building sophisticated applications on both the client ***and*** the server. However, the more sophisticated the implementation, the bigger our responsibility to create maintainable and flexible code. In this lesson, Livinus demonstrates how to use one of the pillars of object-oriented programming, "encapsulation," to help achieve these goals.

Encapsulation includes the idea that an object's data should not be directly exposed. Instead, callers that want to achieve a given result are coaxed into proper usage by invoking methods (rather than accessing the data directly). Don't worry; Livinus explains this with practical examples.

Dive in.



Download

Learning Resources

Eloquent JavaScript3

https://huzaifaahmed.com/oop-in-js

https://tutorial.eyehunts.com/js/javascript-abstract-class-basics/

https://www.geeksforgeeks.org/introduction-object-oriented-programming-javascript/

Tasks & Assignments

1. From your previous task, make sure to have public and private properties and methods as needed. The functionality of your solution should not be flying around; it should be encapsulated.

2. The University of Learnable (UL) have had problems with the classification and nomenclature of animals due to the system that aids them. This was due to the language the last programmer used when she modelled this domain of knowledge. He used Pascal Programming language, which is a procedural programming language. They decided to re-model everything using a modern language because of its benefits (OOP, among others). JavaScript was chosen.

Luckily, you are a modern developer who happens to be a student of UL and a student of Learnable'22. You have been invited and hired by your school's biological and life sciences faculty to use JavaScript to model a simple Classification for Kingdom Animalia.

You have been presented with the following simple image. Study the image.

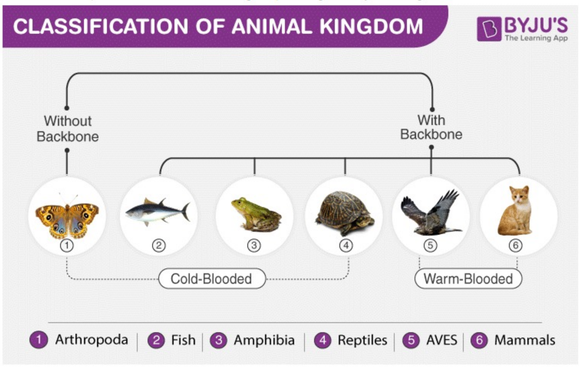


Image Url: https://cdn1.byjus.com/wp-content/uploads/2019/04/Animal-Kingdom-Classification-of-Animal-Kingdom.png

Image source https://byjus.com/biology/animal-kingdom/

Objective: **Model the Animal kingdom above as a class. Apply all four principles of OOP.**

Complete and Continue

Discussion

Post a comment

Michael Orji

Leave a comment...

Post Comment

1 comments

Victor Joshua 12 hours ago

Day play