# What should be public? What should be private?

As a rule of thumb:

* Classes are public.
* Fields are private.
* Constructors are public.
* Getter and setter methods are public.
* Other methods must be decided on a case-by-case basis.

All of these rules may be freely violated if you have a reason for doing so. These are simply the defaults that handle 90% of the cases.

[Previous](http://docs.google.com/28.html) | [Next](http://docs.google.com/30.html) | [Top](http://docs.google.com/index.html) | [Cafe au Lait](http://www.cafeaulait.org/)

Copyright 1997, 1998 Elliotte Rusty Harold

[elharo@metalab.unc.edu](mailto:elharo@metalab.unc.edu)

Last Modified September 25, 1998