**Encapsulation Using Accessors and Mutators**

* To manipulate the data in that class (String departname) we define an accessor (get method) and mutator (set method).

using system;

**public** **class** Department

{

**private** string departname;.......

 // Accessor.

**public** string GetDepartname()

{

**return** departname;

}

// Mutator.

**public** **void** SetDepartname(string a)

{

  departname = a;

}

}

* Like the above way we can protect the private data from the outside world.
* Here we use two separate methods to assign and get the required data.

**public** **static** **int** Main(string[] args)

{

Department d = **new** Department();

d.SetDepartname("ELECTRONICS");

Console.WriteLine("The Department is :" + d.GetDepartname());

**return** 0;

}

* In the above example we can't access the private data departname from an object instance.
* We manipulate the data only using those two methods.