Encapsulation

Yesterday

- What is OOP?
- What are the three fundamental properties of OOP?
- What is a class versus and instance?
- Classes should be named with what part of speech?

Encapsulation

- Is the packaging of data and functions into a single component hiding the implementation details of a class to prevent other parties from setting the data to an invalid or inconsistent state and also reduce coupling.

Goal of Encapsulation

- Makes code extendable

- Makes code maintainable

- Promotes "loose coupling"

LET'S CODE!

ELEVATE A YOURSELF

What did you learn, Dorothy?

- Access Modifiers:
  - Public for all
  - Private for just that object
- Readonly
  - set can be private: read only
  - set can be left out: settable only through constructor
- Static
  - Makes that thing (method or property) a member of the **class** not the **object**.