PRATICE- PROJCT2

ACCESS MODIFIERS:

DEFAULT MODIFIER –

**package** modifiers;

**public** **class** BaseClass {

**void** display()

{

System.***out***.println("BaseClass::Display with 'dafault' scope");

}

}

**class** Main

{

**public** **static** **void** main(String args[])

{

BaseClass obj = **new** BaseClass();

obj.display();

}

}

PRIVATE MODIFIER –

**package** modifiers;

**public** **class** Data {

**private** String name;

// getter method

**public** String getName() {

**return** **this**.name;

}

// setter method

**public** **void** setName(String name) {

**this**.name= name;

}

**public** **static** **void** main(String[] main){

Data d = **new** Data();

// access the private variable using the getter and setter

d.setName("Hello World");

System.***out***.println(d.getName());

}

}

PROTECTED MODIFIER –

**package** modifiers;

**class** Animal {

**public** **static** **void** main(String[] args) {}

// protected method

**protected** **void** display() {

System.***out***.println("I am an animal");

}

}

**class** Dog **extends** Animal {

**public** **static** **void** main(String[] args) {

// create an object of Dog class

Dog dog = **new** Dog();

// access protected method

dog.display();

}

}

PUBLIC MODIFIER-

**package** modifiers;

**public** **class** Animal {

// public variable

**public** **int** legCount;

// public method

**public** **void** display() {

System.***out***.println("I am an animal.");

System.***out***.println("I have " + legCount + " legs.");

}

**public** **static** **void** main( String[] args ) {

// accessing the public class

Animal animal = **new** Animal();

// accessing the public variable

animal.legCount = 4;

// accessing the public method

animal.display();

}

}