Encapsulation:

* Combining or binding data and code together in a single entity.

Ex: POJO class 🡺 plain old java object.

Int I =0;

String s = “data”;

* All variables will be private modifier.
* To set the data we need to use setter method
* To get the data we need to use getter method
* To restrict data from read-only and write only
* Data can be hide inside the code.

Private int id;

Private String name;