



# Lecture – 20

## Encapsulation



# List of Concepts Involved:

- Need of Encapsulation
- What is Encapsulation?
- Private members
- Shadowing problem and this keyword
- Setters & Getters



# Topics covered Yesterday's Session:

- Static variables, static methods, static block
- Differences with respect to Non static and static members of a class

# Need of Encapsulation

- To the outside world, the data should not be exposed directly.
- In order to provide the controlled access, we need to use “Encapsulation”.



# What is Encapsulation?

- Binding of data and corresponding methods into a single unit is called "Encapsulation".
- If any java class follows data hiding and abstraction then such class is referred as "Encapsulated class".

**Encapsulation = Data Hiding + Data Abstraction.**

# Advantages of Encapsulation

- We can achieve security.
- Enhancement becomes easy.
- Maintainability and modularisation becomes easy.
- It provides flexibility to the user to use the system very easily.



# Private members

- Our internal data should not go to the outside world directly, that is, outside people should not access our internal data directly.
- By using private modifiers we can implement "data hiding".

# Shadowing Problem and this keyword

- If both local variable and instance variable have the same name inside the method then it would result in a name-clash and jvm will always give preference for local variable. This approach is called the **“Shadowing problem”**.



# Setters

**Setter methods are used to set the value to the instance variables of the class.**

Syntax for setter method

- a. compulsory the method name should start with set.
- b. it should be public.
- c. return type should be void.
- d. compulsorily it should have some argument.

# Getters

**Getter methods are used to get the value from the instance variables of the class.**

**Syntax for getter method**

- a. compulsory the method name should start with get.**
- b. it should be public.**
- c. return type should not be void.**
- d. compulsorily it should not have any argument.**



# Next Lecture

- Constructor in Java



▶ THANK YOU ◀