



The image shows a screenshot of an IDE with a dark theme. On the left is the Explorer pane showing a project structure with files like Main.java, ThrowDemo.java, ThrowsDemo.java, and several system libraries. The main editor window displays the code for a class named Encapsulate in the package prog9. The code includes private fields for Name, Roll, and Age, and public methods for getting and setting these values. The cursor is positioned at the end of the setRoll method.

```
1 package prog9;
2
3 public class Encapsulate {
4     private String Name;
5     private int Roll;
6     private int Age;
7     public int getAge()
8     {
9         return Age;
10    }
11    public String getName()
12    {
13        return Name;
14    }
15    public int getRoll()
16    {
17        return Roll;
18    }
19    public void setAge( int newAge)
20    {
21        Age = newAge;
22    }
23    public void setName(String newName)
24    {
25        Name = newName;
26    }
27    public void setRoll( int newRoll)
28    {
29        Roll = newRoll;
30    }
31 }
```