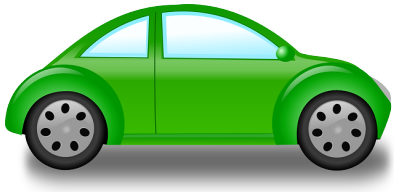
VISIBILITY

```
class Car {
  int gas; // from 0 to 100
  …
  void move(int n){…; gas-=n; …;}
  void fill(int n){…, gas+=n; …;}
}
```

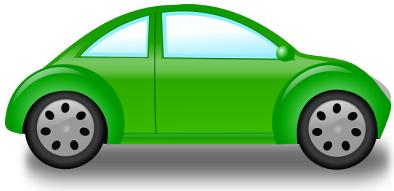
Access modifiers

public

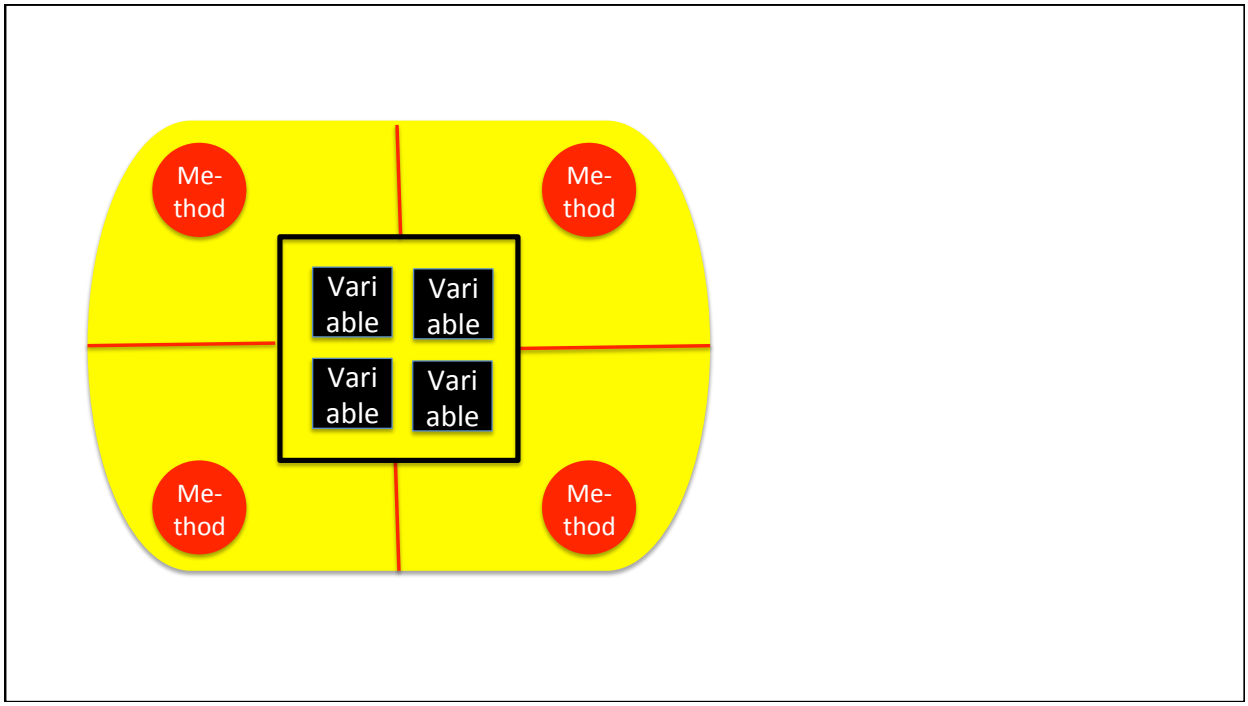
private



```
class Car {
   private int gas; // from 0 to 100
   …
   public void move(int n){…; gas-=n; …;}
   public void fill(int n){…, gas+=n; …;}
}
```



```
public class Car {
   private int gas; // from 0 to 100
   …
   public Car () {gas=0;}
   public void move(int n){…; gas-=n; check();}
   public void fill(int n){…, gas+=n; check();}
   private void check()
    {if (gas<0) gas=0; if (gas>100) gas=100;}
}
```


Me-
thod
Me-
thod
Vari
able
Vari
able
Vari
able
Vari
able
Me-
thod
Me-
thod

Source: Pixabay