Prepare for the test week 8 and for 6.2 P

1. Encapsulation (2.2)

You have now created the code needed to work with Counter objects. Each Counter object

knows its count and name and can increment and reset its count value. Notice, the things a

Counter object knows are hidden within the object (due to the private modifier on the fields).

This is one of the guiding principles of object-oriented encapsulation. Object-oriented encapsulation

is a mechanism that allows you to hide specific information and control access to the

object’s internal state. In general, you achieve object-oriented encapsulation by making all instance

variables private, and provide read or write access to instance variables via public methods

only.