**Encapsulation (Getter and Setters)**

Encapsulation in Java is one of the fundamental concepts of Object-Oriented Programing which refers to bundling of data and methods in a single class

Encapsulation is a way of hiding implementation details of a class from outside class.

In Java, encapsulation is achieved by declaring instance variable as a private, which means they can only accessible within class.

To allow outside access to instance variables, public methods are called getters and setters. getter method is used to retrieve and setter method is used to set the value of instance variables.

class Student {

private int rollno;

private String Name;

public void setRollno (int rollno){

this.rollno =rollno;

}

public int getRollno()

{

return rollno;

}

public void setName(String name)

{

this.Name = name;

}

public String getName(){

return Name;

}

public static void main(String[] args) {

Student sn = new Student();

sn.setRollno(14);

System.out.println("Roll number is "+ sn.getRollno());

sn.setName("Vrushali");

System.out.println("Name is "+sn.getName());

}

}

OUTPUT

Roll number is 14

Name is Vrushali