→) __Is Encapsulation__

Process of Binding Data (variables) (with function acting-on data.

1-12

1) To Achieve (use - keyword - (var) — make - data — private
members

Use ∫ Setter Method — set data
        ∫ getter method — get + data

→ Allow us ∫ control data & validate it.

Eg..

```
class Student {
    constructor() {
        . var name;
        Var marks;
    }
    getName() {
        return this.name;
    }
    setName(name) {
        this.name = name;
    }
    getMarks() {
        return this.marks;
    }
    setMarks(marks) {
        this.marks = marks;
    }
}

Var Stud = new Student();
Stud.setName("Bravo");
Stud.setMarks(85);
Console.log("Student Name is " + Stud.getName()
            + " and marks ave " + Stud.getMarks());
```

O/p

Student name is Bravo
and marks is 85

80% ✗

80 > 100 ✗

Eg2) **Validate**

Only change to be made in
        or
    modify

O/p

If marks = 110
        Error

```
SetMarks(marks) {
    if (marks < 0 || marks > 100) {
        alert("Error");
    } else {
        this.marks = marks;
    }
}
```

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