Encapsulation

1. Definition:

- 1. Encapsulation binds data and methods in a class.
- 2. Like a capsule, it combines and binds them together.

2. Function of Encapsulation:

- 1. Provides a secure layer.
- 2. Hides internal implementation of code and data in a class.
- 3. Exposes only necessary information to the external world.
- 3. As we are hiding data from outer classes or the world, Encapsulation is also known as Data hiding.
- 4. The goal is to implement classes in a way that prevents unauthorized access to or modification of the original contents of a class by its instances (or objects). The underlying algorithms of one class need not be known to another class. The two classes can still communicate, though.

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Access Modifiers

1. Way to define access to the data and methods of a class.

2. Public

- 1. Members declared as public are accessible from any part of the program.
- 2. They can be accessed by objects of the class and external code.

3. Private

- 1. Members declared as private are accessible only within the same class.
- 2. They are not accessible from outside the class, including derived classes.

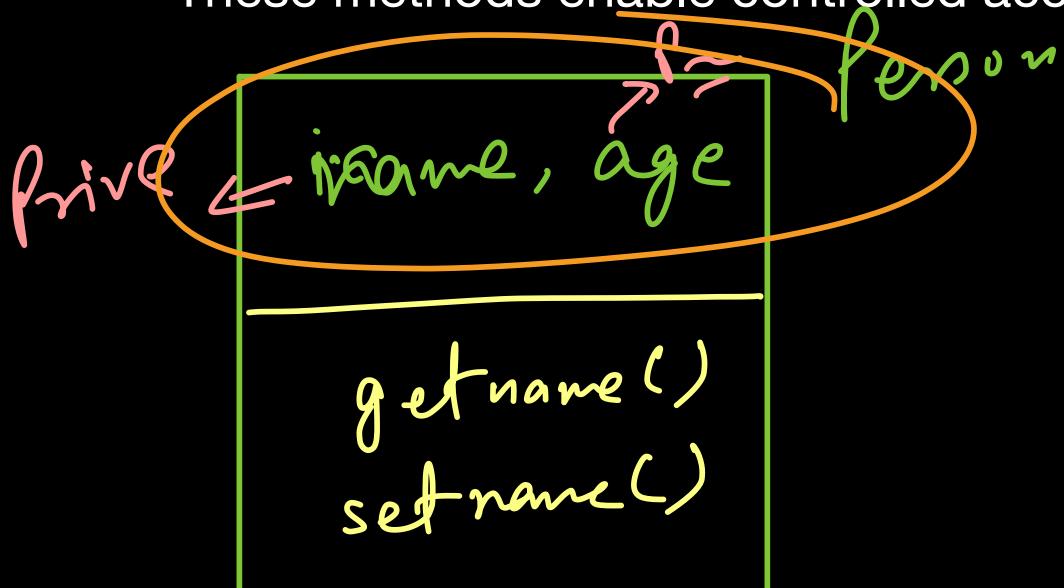
4. Protected

- 1. Members declared as protected are accessible within the same class and by derived classes.
- 2. They are not directly accessible from external code.

Access Modifiers

Perfect Encapsulation

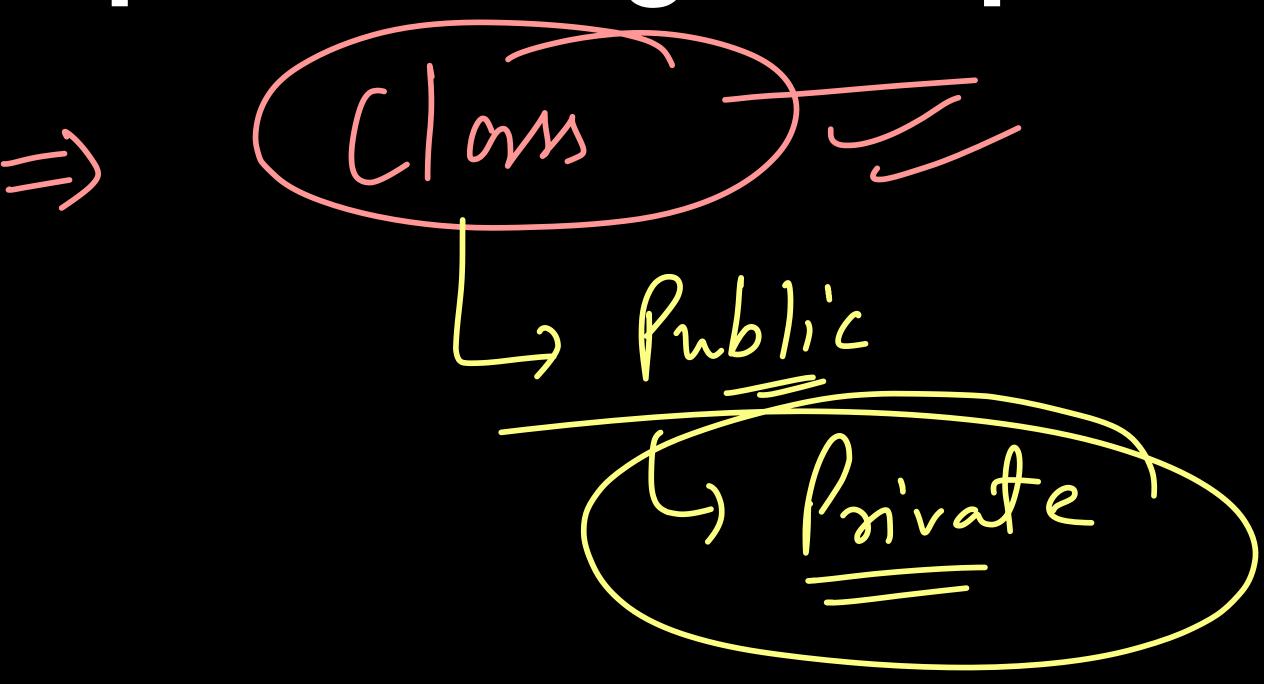
- 1. If all data members / variables are private.
- 2. Handling Access to Encapsulated Data
 - Despite encapsulation, external interaction is necessary.
 - Implementation of public methods, such as getters and setters, allows external communication.
 - These methods enable controlled access to the encapsulated data.



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Implementing Encapsulation in C++

Implementing Encapsulation in Java



Implementing Encapsulation in Java