# What is null?

Null means that a variable has a datatype but has no reference to any object.

Its like an arrow of a certain type is not locked to any target, so it will go in void.

Now if the variable datatype is primitive datatype and also if that varieable is not pointing to or is not having any reference to any object then the value for that variable will be a default value and not null value.

```
int A;
//output 0 because int being primitive datatype will have a default value of 0
```

| Data Type | Default value |
|---|---|
| boolean | false |
| byte<br>short<br>int<br>long<br>char | 0 |
| double<br>float | 0.0 |

## What are getters and setters? Why should we use them?

Getter is a method on a class that retrieves the values of a private field and return it.

A setter is a method on a calss that sets the value of a private field.

We use these methods to control and protect access to private fields.