



Access Control

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Modifiers fall into *two* categories:

- **Access modifiers:** `public`, `protected`, `private` and `default` (package-level access).
- **Non-access modifiers:** `transient`, `synchronized`, `native`, `strictfp`, `final`, `abstract` and `static`.

Access Modifiers

Two **types of access** are there:

- Whether method code in one class can access a member of another class
- Whether a subclass can inherit a member of its superclass

A **default member** may be accessed only if the class accessing the member belongs to the same package, whereas a **protected member** can be accessed by a subclass in the same package (*through dot operator and inheritance*) and even if it is in a different package (*through inheritance*

only).

You cannot access a protected member using the dot (.) operator in the subclass **if the subclass is in a different package** from the parent class.

The following code snippet makes it clear:

```
1  package certification;
2  public class Parent {
3      protected int x = 9; // protected access
4
5      protected int getX() {
6          return x;
7      }
8  }
9
10 package other; // different package
11 import certification.Parent;
12 class Child extends Parent {
13     public void testIt() {
14         System.out.println("x is " + x); // No problem; Child
15                                         // inherits x
16         Parent p = new Parent(); // Can we access x using
17                                   // p reference?
18         System.out.println("X in parent is " + p.x); // Compiler
19                                                         // error
20         System.out.println("X in parent is " + p.getX()); // Compiler
21                                                         // error
22     }
23 }
```

NOTE: If *Child* class would have been in the same package as *Parent* then there would be no compiler error.

The below table gives the picture of all access modifiers:

Visibility	Public	Protected	Default	Private
From the same class	Yes	Yes	Yes	Yes
From any class in the same package	Yes	Yes	Yes	No
From a subclass in the same package	Yes	Yes	Yes	No
From a subclass outside the same package	Yes	Yes, through inheritance	No	No
From any non-subclass class outside the package	Yes	No	No	No

Non-Access Modifiers

Final is the only modifier which can be applied to local variables. It can also be used in method arguments like:

```
// final in method arguments, can't be altered inside the method
public Record getRecord(int fileNumber, final int recordNumber) {}
```

Final when applied to a method prevents it to be overridden and when applied to a class makes it un-inheritable i.e, it can never be subclassed (no class can extend it).

An **abstract method** is a method that's been declared (as abstract) but not implemented. In other words, the method contains no functional code. And the class which contains at least one of such methods is an **abstract class** and has to be declared abstract. An abstract class can **never be instantiated**.

A method can never, ever, ever be marked as **both abstract and final, or both abstract and private or both abstract and static**.

A class having even a single abstract method has to be declared **abstract** or if it extends an abstract class then it must implement all abstract methods of the superclass otherwise you have make it abstract as well.

Comparison of modifiers on variables vs. methods:

Local Variables	Non-local Variables	Methods
final	final	final
	public	public
	protected	protected
	private	private
	static	static
	transient	abstract
	volatile	synchronized
		strictfp
		native

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