**Encapsulation**

The meaning of Encapsulation, is to make sure that "sensitive" data is hidden from users. To achieve this, you must declare class variables/attributes as private (cannot be accessed from outside the class). If you want others to read or modify the value of a private member, you can provide public get and set methods.

* Increased security of data

**Example :**

#include <iostream>

using namespace std;

class Employee {

private:

int salary;

public:

void setSalary(int s) {

salary = s;

}

int getSalary() {

return salary;

}

};

int main() {

Employee myObj;

myObj.setSalary(50000);

cout << myObj.getSalary();

return 0;

}