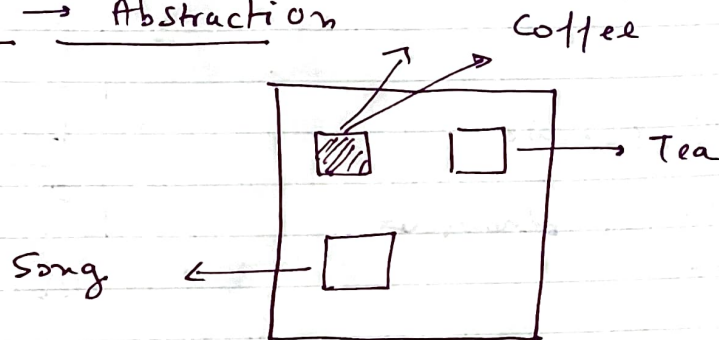


Day 2: Access Modifiers and Constructors

① characteristics of OOP.

- Abstraction
 - Encapsulation.
 - Inheritance
 - Polymorphism
- } 4 pillars.

OOP → Abstraction



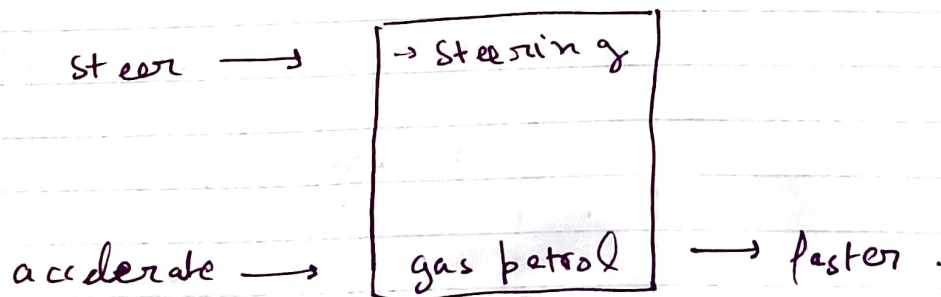
authentication

- login ()
- logout ()

Communication

- send email.

Interface




Abstraction

- ① security.
- 2) easy to use.
- 3) separation of concerns.

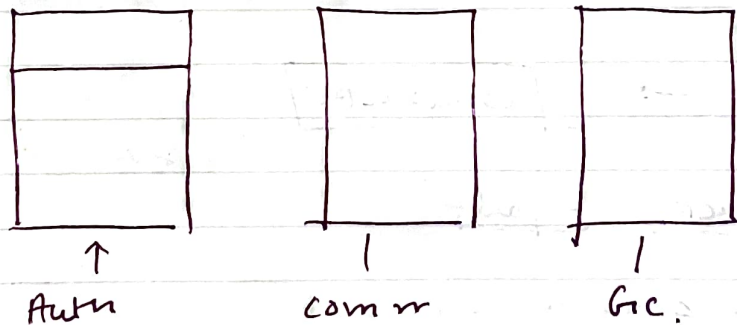
Single Responsibility P.

Encapsulation

 → capsule.

- 1) Holds everything together.
- 2) Protects medicine from the env.

Encapsulation → class.



- Single unit for data & behaviour.
- data binding.

→

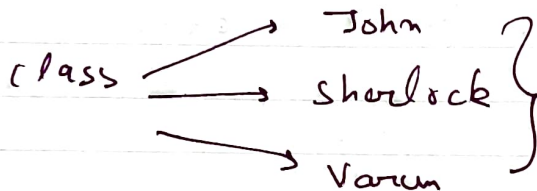
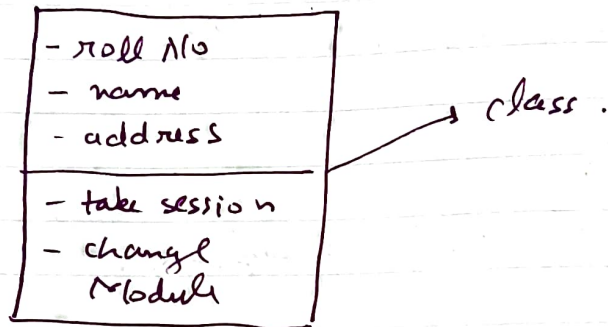
Single unit of work — class.
helps hide data

↓
access specification.

Classes → single unit

→ state + behaviour.

Student



(A) → Constructor

(1) Constructor Default

→ Zero args.

→ only created if no other constructor.

(2) Zero argument constructor.

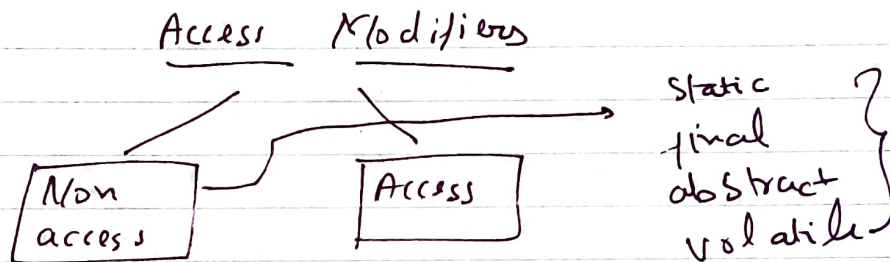
public / private	Name () {
}	

③ Parametrized constructor

```

    {
        Name (string a, string b) {
            → x = a ;
              y = b ;
        }
    }

```



Authentication }

```

    login — public
    hashpassword — private
}

```

	class	package	subclass	Global
public	✓	✓	✓	✓
protected	✓	✓	✓	X
Default	✓	✓	X	X
Private	✓	X	X	X