

# VARIABLES

20 October 2024 11:37

. Instance Variables

-- init -- constructor  
(define within this)

{ self.brand = ''  
self.model = ''  
self.color = '' }

car1 { self.model  
self.brand } ~~X~~ { car2 { self.model  
self.brand } (No connection)  
(Different for all objects)

## ② Static / Class Variables

Not defined within init constructor  
(fixed for all objects)

## ③ Reference Variables (Point towards an object)

# ENCAPSULATION

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Bundling of data & methods → Encapsulation

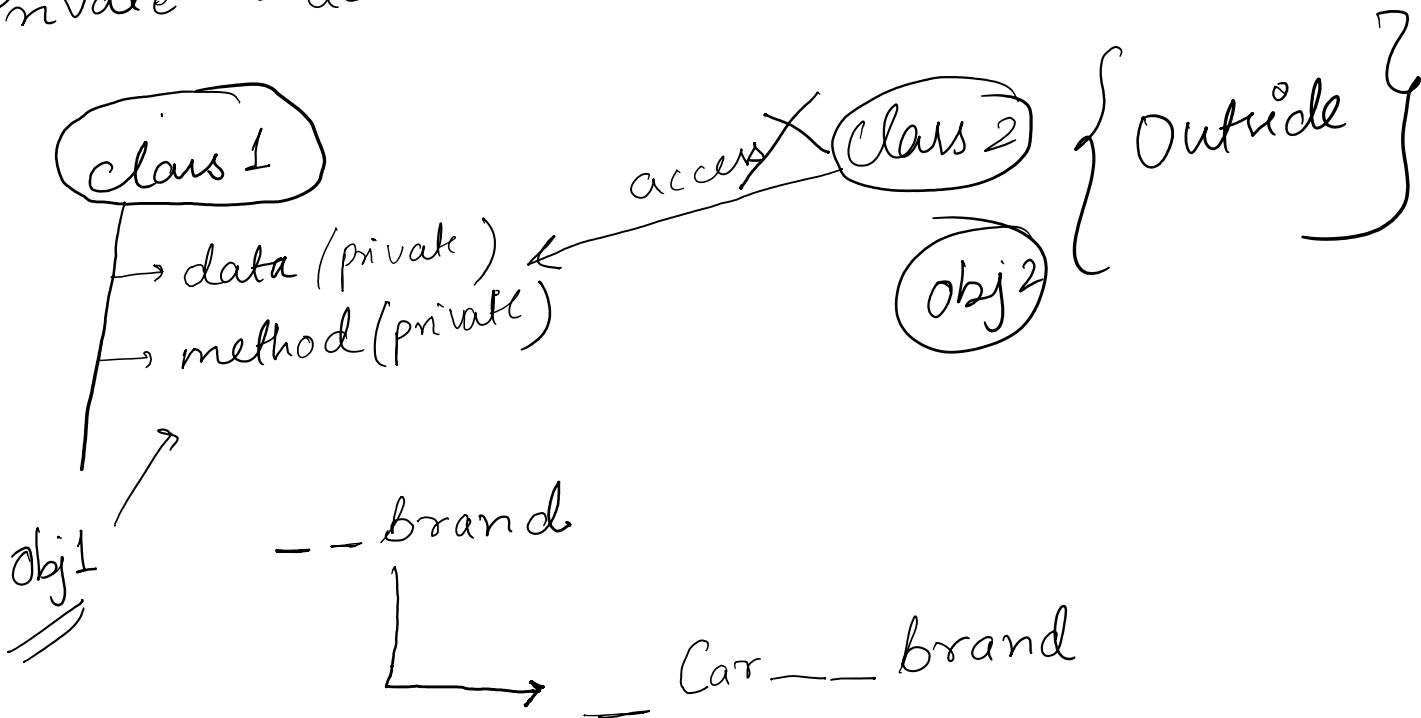
Class

(single unit)

Hiding internal details → private methods & data

Public → access to everyone

Private → access to certain some one



In future, we want to pin change  
Previous pin =  
→ change pin (setter)

↳ Change

{ Getter → Show/Access  
Setter → Change / update }