

Abstraction in OOP:

1. ABSTRACTION is meant to "shows" only essential attributes and "hides" unnecessary information.
2. Example of Abstraction –
Suppose you want to create banking application and you collect all the information about a customer like: full name, address, phone, pan, favourite food, favourite movie, and favourite actor and so on. But, not all of the above information is required to create a banking application.
3. So, we need to select specific data from the pool like name, address, tax etc. make sense for a banking application.
4. The main purpose of abstraction is hiding the unnecessary details from the users.
5. It is implemented in Java through Abstract class and Interface.

Encapsulation in OOP:

1. Encapsulation is a mechanism of wrapping code and data together into a single unit.
2. Encapsulation can be achieved by: Declaring the variables in the class as private and writing public methods in the class to set and get the values of variables.

