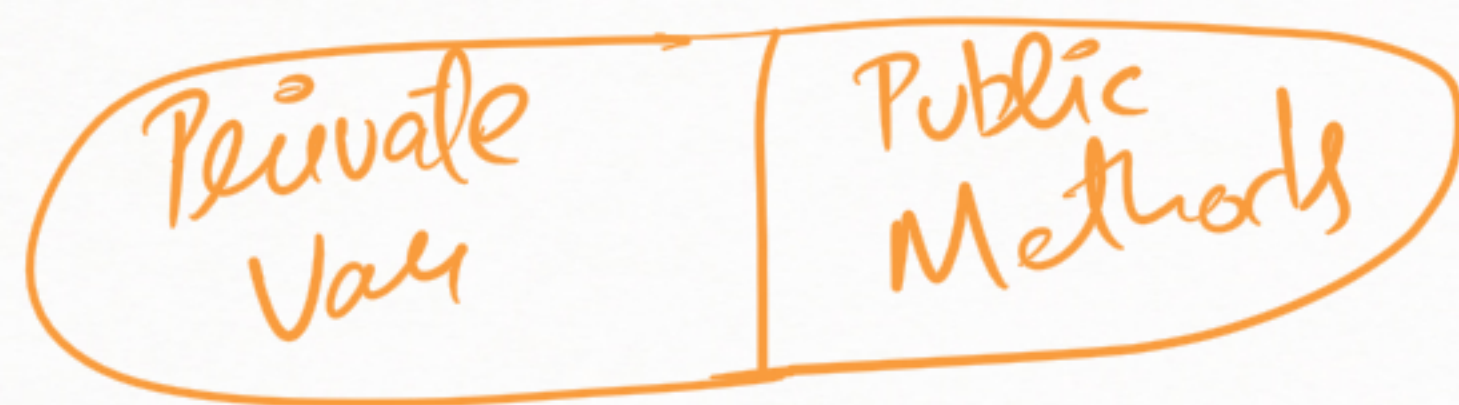


Encapsulation



- Mimic the real world, state of the object should not be changed directly but via certain public methods only. (Consider the Cat example)
- Bundling of data member with member functions into a single unit.