

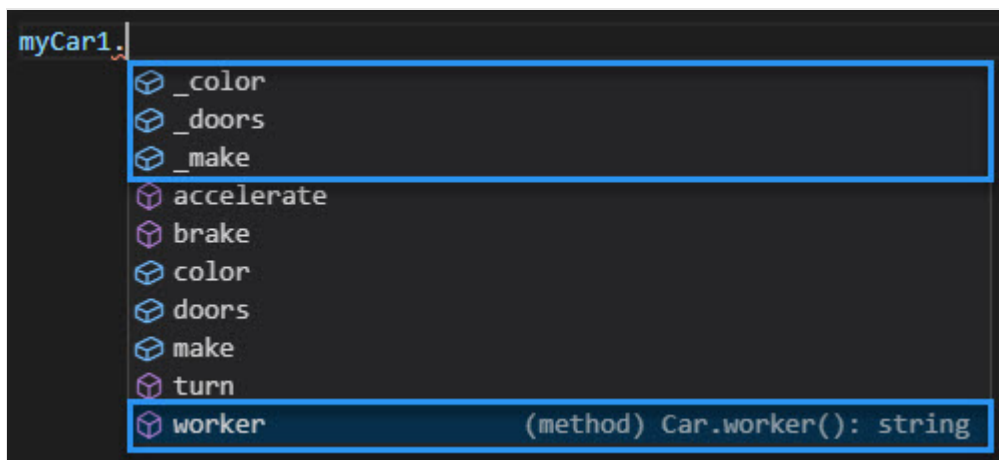
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# Exercise - Apply access modifiers to a class

2 minutes

In this exercise, you'll apply access modifiers to properties and methods of the `car` class.

1. Continue defining the `car` class in the Playground.
2. Test the access of the class members by typing `myCar1.` and notice that all the members appear in the list, including the properties, the constructor parameters, the methods, and the `worker` function.



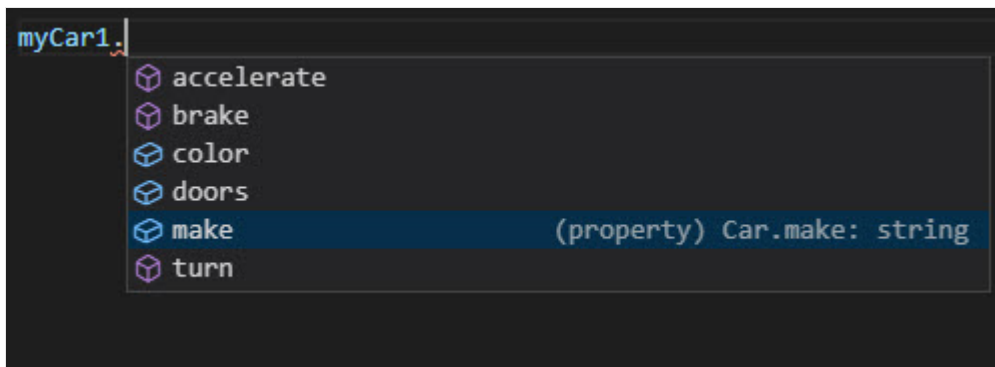
3. Set the access modifier of the `_color`, `_doors`, and `_make` properties and the `worker` function to `private`.

TypeScript

```
// Properties
private _make: string;
private _color: string;
private _doors: number;
// ...
private worker(): string {
    return this._make;
}
```

4. Test the access of the class members again by typing `myCar1.` and notice that the

properties and the `worker` function are now unavailable. Any attempt to use these class members will raise an error at compile time.



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## Next unit: Define static properties

[Continue >](#)

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How are we doing? ☆ ☆ ☆ ☆ ☆