

Encapsulation in C++



C++ course with  Notes

OOPs in C++

Classes and objects are the two main aspects of object-oriented programming.

Features of OOP

- 1 **Classes**
- 2 **Object**
- 3 **Inheritance**
- 4 **Encapsulation**
- 5 **Polymorphism**

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Encapsulation

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Polymorphism

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Encapsulation

Encapsulation is one of the core principles of Object-Oriented Programming (OOP). It is the mechanism of bundling data (variables) and methods (functions) that operate on the data into a single unit, typically a class. Encapsulation also involves restricting direct access to some of the object's components, usually by using access specifiers like private, protected, and public.

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Encapsulation

Access Specifiers in Encapsulation

Public, Private, Protected

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