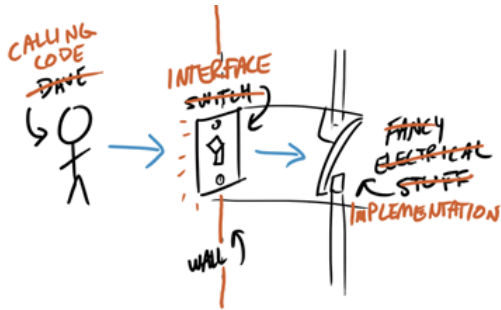


The Wall of Abstraction

A class is an interface paired with an implementation, similar to the `Time` structure you created in the lesson on Information Hiding. This is called the **wall of abstraction**, illustrated by the comic below.



The **public interface** specifies how clients interact with objects, and the **private implementation** specifies how the functions in the public interface are implemented.

The `Time` struct (even when paired with an interface, so the data is hidden), still allows users to **directly manipulate** its data members. Classes take a different approach; with classes, the data inside your objects will **only be accessible by the member functions**, **forcing** the client to access and modify data in a safe way.



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