

Data Encapsulation

The mechanism whereby the implementation details of a class are kept hidden from the user.

Data validation and abstraction

Validating data before its being set in an object, ensuring that the process is correct

Accessor Methods' Usages



Read-only properties

Allowing external factors to read the property, and preventing them from modifying the object's state

Object-oriented Design Principles

Accessor methods align with principles such as encapsulation, information hiding, abstraction, promoting modular and maintainable code