





Understanding Encapsulation Using Examples

In this lesson, you will get a firmer understanding of encapsulation in Python with the help of examples.

We'll cover the following

- A Bad Example
- A Good Example
 - Explanation

As discussed earlier, encapsulation refers to the concept of binding **data** and the methods operating on that data in a single unit also called a class.

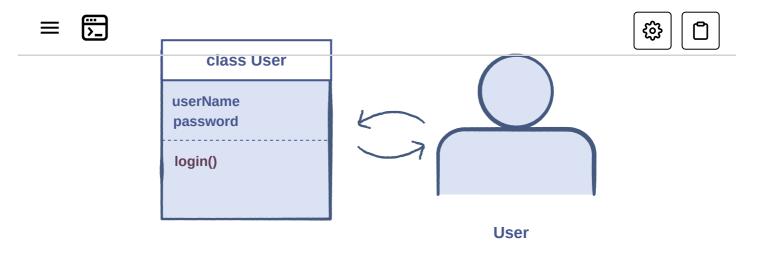
The goal is to prevent this bound data from any unwanted access by the code outside this class. Let's understand this using an example of a very basic User class.

Consider that we are up for designing an application and are working on modeling the **log in** part of that application. We know that a user needs a **username** and a **password** to log into the application.

An elementary User class will be modeled as:

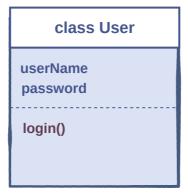
- Having a property userName
- Having a property password
- A method named login() to grant access

Whenever a new user comes, a new object can be created by passing the userName and password to the constructor of this class.



A Bad Example

Now it is time to implement the above discussed User class.



The code for the above illustration is given below:

In the above coding example, we can observe that **anyone** can *access*, *change*, *or print* the password and userName fields directly from the main code. This is **dangerous** in the case of this User class because there is no encapsulation of the credentials of a user, which means anyone can access their account by manipulating the stored data. So, the above code did not follow good coding practices.

A Good Example

Let's move on to a better implementation of the User class!







class User
__userName
__password
login()

In the code below an AttributeError will be thrown because the code outside the User class tried to access a private property.

```
class User:
    def __init__(self, userName=None, password=None):
        self.__userName = userName
        self.__password = password
    def login(self, userName, password):
        if ((self.__userName.lower() == userName.lower())
                and (self.__password == password)):
            print(
                "Access Granted against username:",
                self.__userName.lower(),
                "and password:",
                self.__password)
        else:
            print("Invalid Credentials!")
# created a new User object and stored the password and username
Steve = User("Steve", "12345")
Steve.login("steve", "12345") # Grants access because credentials are valid
# does not grant access since the credentails are invalid
Steve.login("steve", "6789")
Steve.__password # compilation error will occur due to this line
```

If you comment out **line 23**, the program will work.

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- In the above example, the fields of __userName and __password are declared privately using the __ prefix.
- We can observe that **no one** can *access*, *change*, *or print* the
 __password and __userName fields directly from the main code. This
 is a proper implementation of encapsulation.

Note: For encapsulating a class, all the properties should be private and any access to the properties should be through methods such as *getters* and *setters*.

This is the concept of encapsulation. All the properties containing data are private, and the methods provide an interface to access those private properties.

Now let's test your understanding of encapsulation with a quick quiz!

