# Scope Management

Scope refers to availability of a variable from a given place in code it is declared in.

Following chart shows which modifier is accessible in a given scope:

| Scope | public | protected | default | private |
|---|---|---|---|---|
| From within the object | yes | yes | yes | yes |
| From a class within the same package | yes | yes | yes | no |
| From a class outside of a package | yes | no | no | no |
| From a subclass located in the same package | yes | yes | yes | no |
| From a subclass located outside of the package. | yes | yes | no | no |

**For information hiding all variables should be declared private.**

**final - properties cannot be changed**

**final - methods cannot be overridden.**

**static - properties/methods are global to objects of the same object types.**