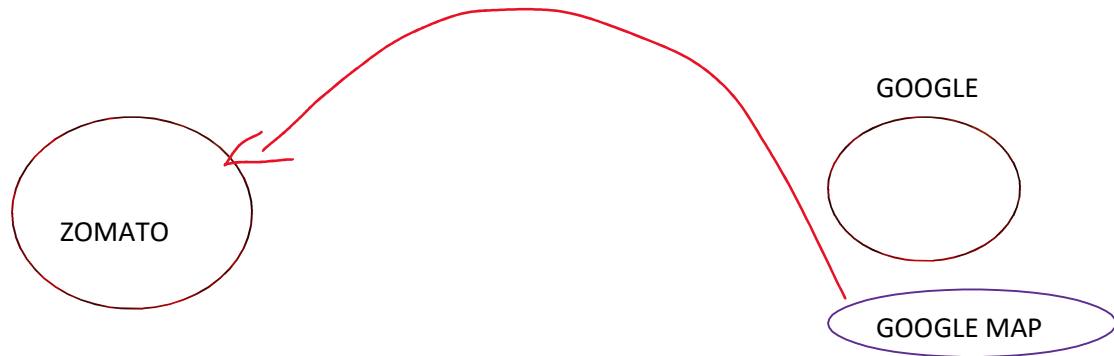


DATA HIDING



WHAT IS DATA HIDING ?

- DATA HIDING IS THE PROCESS OF HIDING DATA MEMBERS OF CLASS FROM ACCESSING FROM ANOTHER CLASS
- WE CAN HIDE DATA MEMBERS BY USING PRIVATE ACCESS MODIFIER
- WHICHEVER PROGRAMMING LANGUAGE OOPS CONCEPTS THERE PRIMARY FOCUS WILL BE HIDING DATA MEMBERS NOT MEMBER FUNCTIONS i.e, IT WILL ALLOW USER TO ACCESS MEMBERS CLASS DIRECTLY.
- IF AT ALL THESE PRIVATE DATA MEMEBRS ARE TO BE ACCESSED IN DIFFERENT CLASS, THEN WE CAN ACCESS THEM VIA PUBLIC METHODS.

JAVA-BEAN CLASS

- USING JAVA BEAN CLASS, WE CAN ACCESS PRIVATE MEMBERS OF ONE CLASS IN ANOTHER CLASS USING PUBLIC HELPER METHODS (GETTERS AND SETTERS)
- GETTER METHODS ARE USED TO GET THE VALUE OF PRIVATE MEMBERS
- SETTER METHODS ARE USED TO SET/INITIALIZE THE PRIVATE MEMBERS
- A JAVA-BEAN WILL CONTAIN PRIVATE DATA MEMBERS AND PUBLIC GETTERS AND SETTERS
- WE USE JAVA-BEAN CLASS BECAUSE, IN JAVA DATA MEMBERS ARE DECLARED PRIVATE TO ACHIEVE DATA HIDING AND PUBLIC HEPER METHODS ARE PROVIDED.

```
package demo;
```

```
public class DataHiding1
```

```
{
```

```
    private double x = 1.1;
```

```

        private static double y = 2.1;
        private int a;

        public double getx()
        {
            return x;
        }

        public double gety()
        {
            return y;
        }

        public int geta()
        {
            return a;
        }

        public void seta(int a)
        {
            this.a = a;
        }

        public void setx(double x)
        {
            this.x = x;
        }

        public void sety(double y)
        {
            this.y = y;
        }
    }

package demo;

public interface DataHiding2
{
    public static void main(String[] args)
    {
        DataHiding1 a1 = new DataHiding1();
        /*System.out.println(a1.a);
        System.out.println(a1.x);
        System.out.println(DataHiding1.y);*/

        System.out.println(a1.geta());
        System.out.println(a1.getx());
        System.out.println(a1.gety());

        a1.seta(23);
        a1.setx(12.3);
    }
}

```

```
        a1.sety(100);

        System.out.println(a1.geta());
        System.out.println(a1.getx());
        System.out.println(a1.gety());

    }

}
```

ENCAPSULATION

- BINDING OF RELATED DATA TOGETHER IS CALLED ENCAPSULATION
- BINDING OF STATE AND BEHAVIOUR

EXAMPLE :

- A CLASS IS ENCAPSULATION OF DATA MEMBERS AND MEMBER FUNCTIONS
- A PACKAGE IS AN ENCAPSULATION OF CLASS AND INTERFACES