

```
1 #include<iostream>
2 using namespace std;
3 class ExampleEncap{
4 private:
5     /* Since we have marked these data members private,
6      * any entity outside this class cannot access these
7      * data members directly, they have to use getter and
8      * setter functions.
9 */
10    int num;
11    char ch;
12 public:
13     /* Getter functions to get the value of data members.
14      * Since these functions are public, they can be accessed
15      * outside the class, thus provide the access to data members
16      * through them
17 */
18     int getNum() const {
19         return num;
20     }
21     char getCh() const {
22         return ch;
23     }
24     /* Setter functions, they are called for assigning the values
25      * to the private data members.
26 */
27     void setNum(int num) {
28         this->num = num;
29     }
30     void setCh(char ch) {
```

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13  /* Getter functions to get the value of data members.  
14   * Since these functions are public, they can be accessed  
15   * outside the class, thus provide the access to data members  
16   * through them  
17 */  
18 int getNum() const {  
19     return num;  
20 }  
21 char getCh() const {  
22     return ch;  
23 }  
24 /* Setter functions, they are called for assigning the values  
25   * to the private data members.  
26 */  
27 void setNum(int num) {  
28     this->num = num;  
29 }  
30 void setCh(char ch) {  
31     this->ch = ch;  
32 }  
33 };  
34 int main(){  
35     ExampleEncap obj;  
36     obj.setNum(50);  
37     obj.setCh('B');  
38     cout<<obj.getNum()<<endl;  
39     cout<<obj.getCh()<<endl;  
40     return 0;  
41 }
```



input

50

B

... Program finished with exit code 0

Press ENTER to exit console.