**Access Specifiers :**

* **Access Modifiers** control access to class members in C++.
* Also called **Access Specifiers**, they define access levels for class members.
* **Types of Access Specifiers in C++:**
  + **Public:** Members can be accessed from **outside** the class.
  + **Private:** Members can be accessed **only within** the class.
  + **Protected:** Members can be accessed **within** the class and **by derived classes**.
* **Default Access:** If no specifier is given, members are **private** by default.

**Summary of Java Default Access:**

| **Modifier** | **Same Class** | **Same Package** | **Subclass (Different Package)** | **Other Classes (Different Package)** |
| --- | --- | --- | --- | --- |
| private | ✅ Yes | ❌ No | ❌ No | ❌ No |
| **(default)** | ✅ Yes | ✅ Yes | ❌ No | ❌ No |
| protected | ✅ Yes | ✅ Yes | ✅ Yes (only via inheritance) | ❌ No |
| public | ✅ Yes | ✅ Yes | ✅ Yes | ✅ Yes |

**Key Takeaways**

✔ **If no access modifier is specified, it is package-private (default access).**  
✔ **Accessible only within the same package.**  
✔ **Not accessible from a different package, even in subclasses.**  
✔ **Use public, protected, or getters if access outside the package is needed.**

IMP :   
  
"If member variables are declared as private, they cannot be accessed directly outside the class. However, I need a way to update and retrieve the data securely. How can this be achieved?"  
Ans : Getter and Setter Method

🚀 **Best practice:** Use private for encapsulation and provide public getter/setter methods if needed.