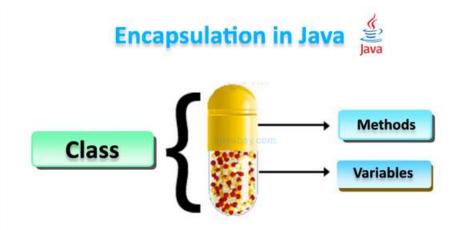
Khulna Khan Bahadur Ahsanullah University Object-oriented programming

CSE 1203

Encapsulation

- ➤ **Encapsulation** is a process of wrapping of data and methods in a **single unit** is called encapsulation.
- ➤ Combining of state and behavior in a is known as encapsulation. single container
- Encapsulation is achieved in java language by **class** concept.
- > The **Java Bean class** is the example of a fully encapsulated class.
- For example, a capsule which is mixed of several medicines.



Advantage of Encapsulation

- ➤ Provides data hiding, other class will not be able to access the data through the private data members.
- > Reusability
- > Code can be modified without breaking the code
- ➤ Maintainability: Hiding implementation details reduces complexity

- ➤ By providing only a setter or getter method, you can make the class read-only or write-only. In other words, you can skip the getter or setter methods.
- > It provides you the control over the data.
- ➤ The encapsulate class is easy to test. So, it is better for unit testing.

Simple Example of Encapsulation

File: Student.java

- 1. //A Java class which is a fully encapsulated class.
- 2. //It has a private data member and getter and setter methods.
- 3. package com.javatpoint;
- 4. public class Student {
- 5. //private data member
- 6. private String name;
- 7. //getter method for name
- 8. public String getName(){
- 9. return name;
- 10.}
- 11.//setter method for name
- 12.public void setName(String name){
- 13.this.name=name
- 14.}
- 15.}

File: Test.java

- 1. //A Java class to test the encapsulated class.
- 2. package com.javatpoint;
- 3. class Test{
- 4. public static void main(String[] args){
- 5. //creating instance of the encapsulated class
- 6. Student s=new Student();
- 7. //setting value in the name member
- 8. s.setName("vijay");
- 9. //getting value of the name member
- 10.System.out.println(s.getName());
- 11.}
- 12.}

Output:

vijay

How to do encapsulation?

- > Declare the variables as private
- > Provide public setter and getter method to modify and get the variables value