

# Python OOP: Encapsulation & Abstraction



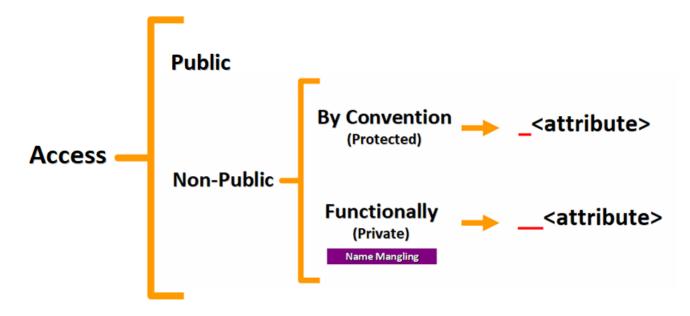
## **Encapsulation**



# **Key Takeaways**

#### • Encapsulation

- "Bundling" of data and actions into a single unit (class).
- Applied through the principle of information hiding.
- You should restrict direct access to your data unless there is an important reasons not to do so.
- To do this, you can define non-public attributes in Python.



**Note:** The terms "private" and "protected" are symbolic in Python. No attribute is completely private.



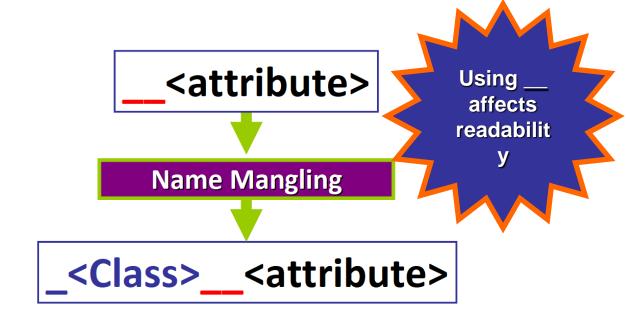
## Public vs. Non-Public



## **Key Takeaways**

• Public and Non-Public Attributes. Example:

```
class Player:
def __init__(self, username, rank, time_played):
    self.username = username
    self._rank = rank
    self.__time_played = time_played
```



The <u>recommended way</u> to indicate that an attribute is "protected" and should not be accessed outside of the class, is to use a <u>single leading underscore</u>.





# **Abstraction**



# Key Takeaways

#### Abstraction

- Different facets and expressions:
  - The interface of a component should be independent of the implementation.
  - Relying on more general or "abstract" types of objects to avoid code repetition with the use of inheritance.

