

TypeScript OOP Access Modifiers (Public, Protected, Private)

Access modifiers in TypeScript are used to control the visibility (scope) of class members (properties and methods).

Modifier	Inside Class	Subclass	Outside Class
public	■ Yes	■ Yes	■ Yes
protected	■ Yes	■ Yes	■ No
private	■ Yes	■ No	■ No

Example 1: Class with all modifiers

```
ts
class Person {
  public name: string;
  protected age: number;
  private salary: number;

  constructor(name: string, age: number, salary: number) {
    this.name = name;
    this.age = age;
    this.salary = salary;
  }

  public introduce(): void {
    console.log(`Hi, my name is ${this.name}.`);
    console.log(`I am ${this.age} years old.`);
  }

  private calculateBonus(): number {
    return this.salary * 0.1;
  }

  public showBonus(): void {
    console.log(`My yearly bonus is ${this.calculateBonus()} USD.`);
  }
}
```

Example 2: Using 'protected' in inheritance

```
ts
class Employee extends Person {
  private department: string;

  constructor(name: string, age: number, salary: number, department: string) {
    super(name, age, salary);
    this.department = department;
  }

  public getDetails(): void {
    console.log(`Employee: ${this.name}`);
    console.log(`Age: ${this.age}`);
    console.log(`Department: ${this.department}`);
  }
}
```

Example 3: Shortcut in Constructor

```
ts
class Car {
  constructor(
    public brand: string,
    private engineNumber: string,
```

```
public class Program {  
    static void Main() {  
        Console.WriteLine("Hello, World!");  
    }  
}
```

[illegible]