

← OOPS - Encapsulation →

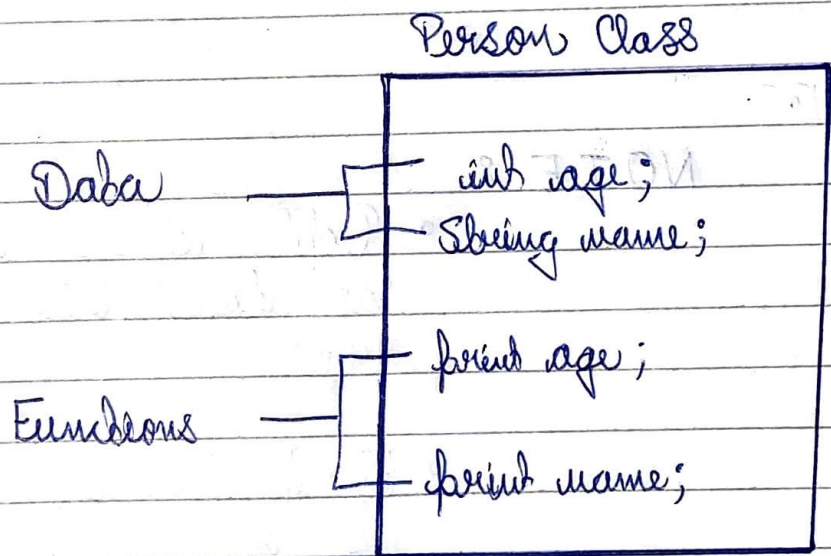
[0]

Encapsulation refers to the bundling of fields and methods inside a single class.

It prevents other classes from accessing and changing fields and methods of class.

This also helps to achieve data hiding.

Ex :



→ Same data can be accessible or modified from Only inside one Person Class.

→ Other class can not directly change inside person class.

← Data Hiding →

- [•] • Data hiding is a way of restricting the access of our data members by hiding implementation details.
- Encapsulation also provides a way of data hiding.
 - We can use access modifiers to achieve data hiding.

[•]

NOTE :

- People often consider encapsulation as data hiding, but that's not true.
- Encapsulation refers to the bundling of related fields and methods together.
- This can be used to achieve data hiding.
- Encapsulation on itself is not data hiding.