

Encapsulation



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Overview



What is encapsulation?

Strategies



Encapsulation

Accessing a service on an object **without knowing** how that service is implemented



Encapsulation

CreditAccount

AccountNumber

AccountOwner

AvailableCredit

CreditAccount

Get/SetAccountNumber()

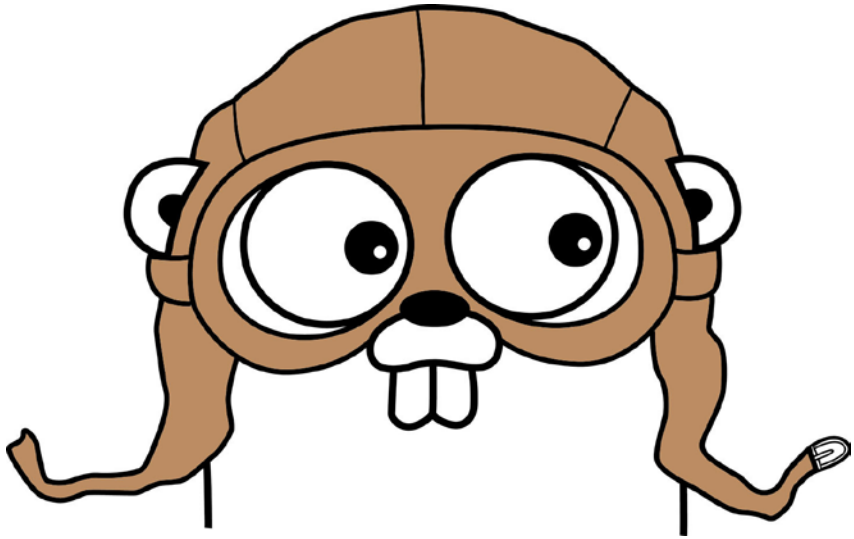
Get/SetAccountOwner()

GetAvailableCredit()

???



Encapsulation Challenges in Go



Go has

- no classes
- no concept of private data

Strategies

Package oriented design

Interfaces



Package Oriented Design

```
package payment
```

```
type CreditAccount struct {
```

```
    accountNumber string
```

```
    accountOwner string
```

```
}
```

```
func (c CreditAccount) AccountNumber() string
```

```
func (c CreditAccount) AccountOwner() string
```

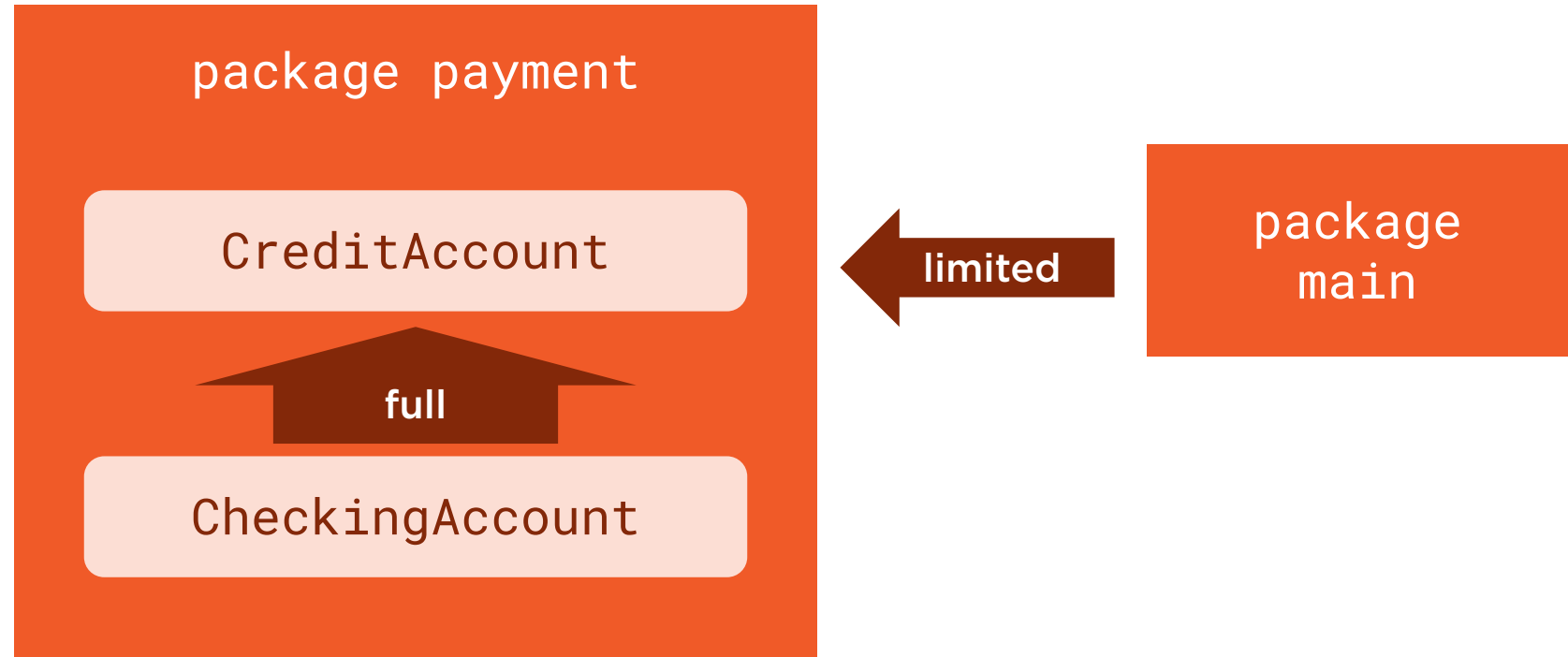
```
func (c CreditAccount) AvailableCredit() float32
```



Don't Overuse!



Package Oriented Design



Treat packages as the lowest organizational unit



Interfaces

```
package payment

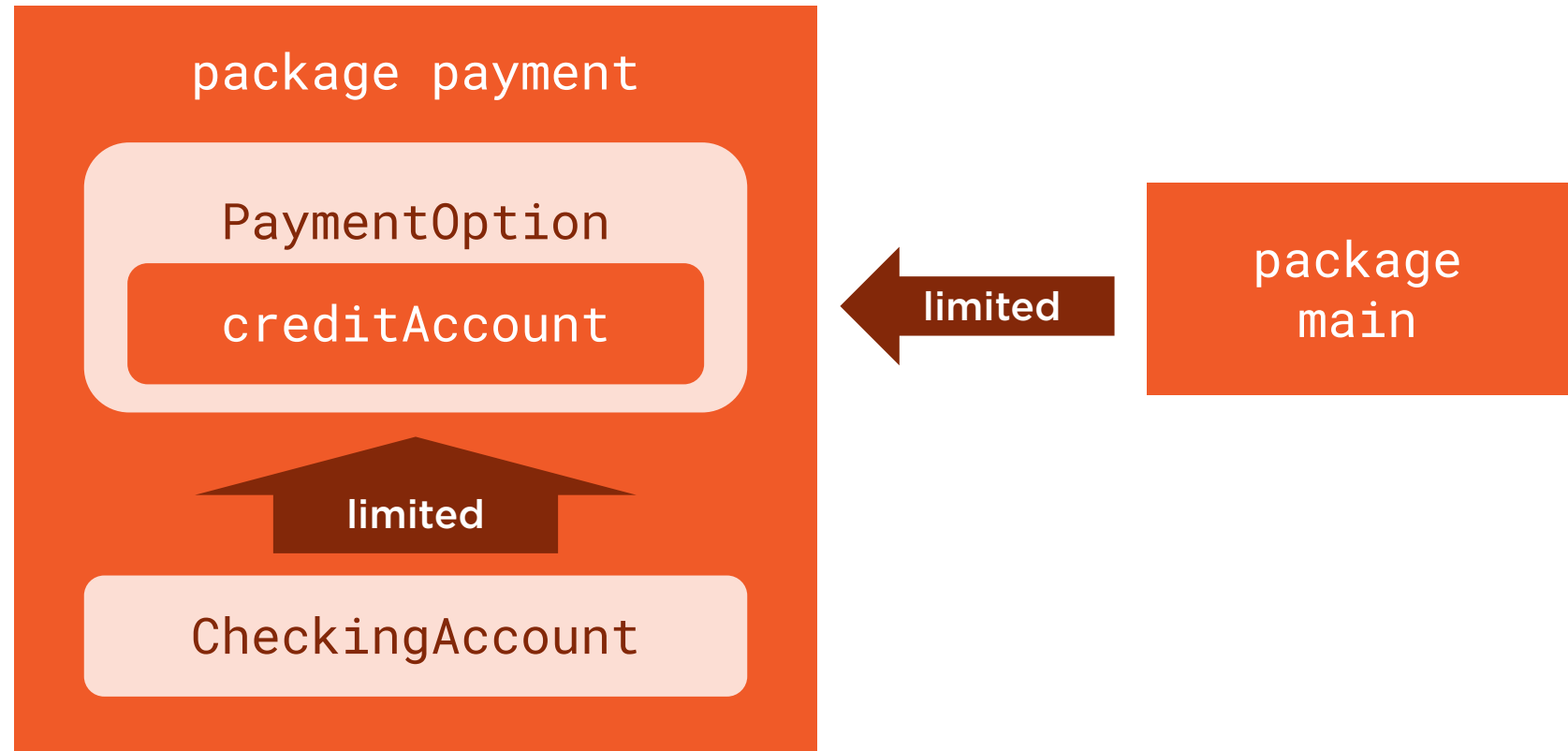
type creditAccount struct {}

func (c creditAccount) AccountNumber() string
func (c creditAccount) AvailableCredit() float32

type PaymentOption interface {
    AccountNumber() string
    AvailableCredit() float32
}
```



Interfaces



Use interfaces to fully obscure data



Summary



What is encapsulation?

Strategies

- Package oriented design
- Interfaces

