**Access Modifiers**

Basically the access modifiers are giving the visibility and accessibility of a member for the given class. There are 4 different types of access modifiers/specifiers

1. public : These members can be accessed anywhere inside the project

2. private: These members can be accessed only inside the declared class and they won’t be visible at all outside of the declared class

3. protected: These members can only be accessible inside the declared class or by the child class(es)

4. default/package: These members can be accessible anywhere inside the same package. Here defining the default keyword in not mandatory but in few cases it’s mandatory especially if the methods are inside the interface.

