

9 Feb

Ans-1 It's mean Binding the data member and member function into a single unit is called encapsulation.

In Java class where Private and abstraction is there then it is called encapsulation. By using Private access modifier then it is called data hiding.

Ans-2 Combine the data of our application and its manipulate at one place.

Reduce the coupling of increases & increase the cohesion inside them.

help to increase the privacy of data, user can't access static value for all of the variables.

Ans-3 Setter :- It is used to set the value to the instance variable.

- In setter there is ~~no~~ void return type.
- It should be public.
- Don't have any argument.

Getter :- It is used to get the value from the instance variable.

- Return type should be int.
- It should be public.
- ~~Don't~~ have any argument.

class a {

int age;

public void setage(int age) {
this.age = age;
}

public ~~int~~ getage(.) {
return age;
}

class b {

public static void main(String args[]) {
a a1, a2 = new a();
a1.setage(10);
a1.getage();
}

Ans-4

This keyword is used when local & static variables have same ^{name}. This problem is called shadowing problem. In this ~~the~~ JVM will give more preference to the local variable and result will be name clash. So here this is used with instance variable. So JVM will know that it is instance variable and there is no name clash. E.g.

class a

String name;
public ~~void~~ show(String name) {
this.name = name;
return name;
}

class b {

public static void main(String args[]) {
a a1, a2 = new a();
a1.show("ashish");
}

- Ans 5
- Class maintain data member and member function.
 - It also provide the hiding data to outside world and provide set of services.
 - With private there is no direct access.

Ans 6

By doing our variable private so that user world can't access the data and using the private variable into methods so that we can call and the data will also safe.

Q g. Class a {
 private age;
 public ~~into~~ show (int age) {
 this.age = age;
 return age;
 }
}

Class b {
 public static void main (String args) {
 a a, z new a();
 a.show();
 }
}