### **PYTHON OOPs**

<u>Encapsulation</u>: It is the process of restricting access to methods and variables and preventing from the data being modified both accidently and intentionally.

- · Python has different levels of restrictions that control the accessing of data.
- · Variables and methods can be public , private or protected. These are made by using the underscores symbols.

#### Public:

· Public variables and methods can be freely modified and run from anywhere, either inside or outside of the class. To create a public variable or method, don't use any underscores.

#### Private Variables:

- $\cdot$  The private variable or method can be accessed from within its own class or object.
- · Private variable value cannot be modified from outside of a class.
- · Private variables and methods are declared by two underscores.

## Example:

#### class Cricket:

```
__country = "Australia"

__name = ""

def __init__(self):
    self.__country = "England"
    self.__name = "Sachin"
```

```
def details(self):
    print ("player country" + str(self.__country))
sport = Cricket()
sport.details()
sport.__country = "India"
sport.details()
```

#### Output:

player countryEngland player countryEngland

- · In the example we declared two private variable \_\_country and \_\_name which can be used inside the class.
- · In example even though we changed the value of country to "india" but the country name will not change this is because the variables exist independently.
- · To overcome this drawback we can use an method called set method which set the value to private variable.

## Example:

```
class Cricket:
    __country = "Australia"
    __name = ""

def __init__(self):
    self.__country = "England"
    self.__name = "Sachin"

def details(self):
```

```
print ("player country" + str(self.__country))
        def setcountry(self,country):
                self.__country = country
sport = Cricket()
sport.details()
sport.setcountry("India")
sport.details()
```

Output:

player countryEngland

player countryIndia

· Here we change the value of country to "India" by using a setcountry method.

Private Methods: When a class with some methods was created which contains a private method.

- · Object for the class is created to access methods in the class.
- · If tried to access private methods it will display an error that the method doesnot exist.

## Example:

```
class Software:
        def __init__(self):
                self.__language
        def role(self):
                print ("Programmer")
        def __language(self):
                print ("best language")
```

	it.role()
	itlanguage()
Output :	
	Programmer
	Traceback (most recent call last):
File "C:\Users\gsanjeevareddy\Desktop\encapsulation.py", line 10, in <module></module>	
itlanguage()	
AttributeError: 'Software' object has no attribute 'language'.	
<ul> <li>It show the error when be accessed directly from outside the</li> </ul>	accessing private method because it cannot e class.
<ul> <li>Python provide a different method that can be used to access private method from outside the class is</li> </ul>	
objectnameclassnamemethodname	
	Example :
	itSoftwarelanguage()
	Output:
	Programmer
	best language
Setter and Getter :	

it = Software()

- · The methods that are used to for interacting with encapsulated variables are by setter and getter.
- · Setter method is used to set values to variable and getter is used to retrieve value from the variable.
- · These are used because the methods are exist within the class with which accessing private variables is easy when compared to outside class.

## Example:

```
class Cricket:
         __country = "Australia"
         __name = ""
        def __init__(self):
                 self.__country = "England"
                 self. name = "Sachin"
         def details(self):
         print ("player country" + str(self.__country))
         def setcountry(self, country):
                 self.__country = country
         def getcountry(self):
                 return self.__country
sport = Cricket()
sport.details()
sport.setcountry("India")
sport.details()
print (sport.getcountry())
```

# Output:

player countryEngland

player countryIndia

India