**Access Modifier**

If the class is not nested within another class, then its default access modifier is 'internal'. If the class is nested within another class default access specifier is private.

Encapsulation is implemented by using **access specifiers**. An **access specifier** defines the scope and visibility of a class member. C# supports the following access specifiers:

* Public
* Private
* Protected
* Internal
* Protected internal

Public Access Specifier

Public access specifier allows a class to expose its member variables and member functions to other functions and objects. Any public member can be accessed from outside the class.

**Public:**   
There are no restrictions on accessing public members.

**Private:**  
Access is limited to within the class definition. This is the default access modifier type if none is formally specified.

**Protected:**   
Access is limited to within the class definition and any class that inherits from the class

**Internal:**   
Access is limited exclusively to classes defined within the current project assembly.

**Protected Internal:**Access is limited to the current assembly and types derived from the containing class. All members in current project and all members in derived class can access the variables.