```
In [15]: class Employee:
             def __init__(self, name, salary):
                 self.name = name
                                               # Public
                 self.__salary = salary
                                              # Private
             def show info(self):
                 print(f"Employee Name: {self.name}")
                 print(f"Salary: ₹{self.__salary}")
             def update salary(self, amount):
                 if amount > 0:
                     self.__salary = amount
                 else:
                     print("Invalid salary update!")
         emp = Employee("Riya", 50000)
         emp.show_info()
         print(emp.name)#accessing public var
         #print(emp.__salary)#accessing private var
         # Trying to access private variableprint(emp.name)
         # Correct way to update private field
         emp.update salary(60000)
         emp.show_info()
        Employee Name: Riya
        Salary: ₹50000
        Riya
        Employee Name: Riya
        Salary: ₹60000
In [23]: #creating getter and setter manually
         class Student:
             def __init__(self):
                 self.__grade = None#private
             def set_grade(self, g):
                 if g in ['A', 'B', 'C']:
                     self.\_grade = g
                 else:
                     print("Invalid grade!")
             def get_grade(self):
                 return self.__grade
         s = Student()
         #print(s.grade)
         s.set_grade('A')
         print(s.get_grade())
In [7]: class LoginSystem:
             def __init__(self, username, password):
                 self.__username = username
                 self.__password = password # private
```

```
def login(self, user, pwd):
        if self.__username == user and self.__password == pwd:
            print(" Login Successful")
        else:
            print(" Invalid credentials")
    def change_password(self, old_pwd, new_pwd):
        if self. password == old pwd:
            self.__password = new_pwd
            print(" Password changed successfully")
        else:
            print(" Incorrect old password")
user1 = LoginSystem("admin", "pass123")
user1.login("admin", "wrongpass") # Invalid credentials
user1.login("admin", "pass123")
                                   # Login Successful
user1.change_password("wrong", "new") # Incorrect old password
user1.change_password("pass123", "newpass") # Password changed successfully
user1.login("admin", "newpass")
Invalid credentials
Login Successful
Incorrect old password
Password changed successfully
Login Successful
```