# Access Modifiers

Private, Default, Protected & Public

#### **Access Modifiers**

- The access modifiers in Java specifies the accessibility or scope of a field, method, constructor, or class.
- We can change the access level of fields, constructors, methods, and class by applying the access modifier on it.
- There are four types of access modifiers available in java:
  - ✓ Private
  - ✓ Default (No keyword required)
  - ✓ Protected
  - **✓** Public
- Only one accessibility modifier can be specified for a member.

#### Private

- The private access modifier is accessible only within the class.
- When a member of a class is specified as **private**, then that member can only be accessed by other members of its class.

```
class A {
    private int a;
    void show(int x) {
              a=x;
              System.out.println("a = " + a);
class B
    public static void main(String args []) {
              A obj=new A();
              obj.show(10);
```

#### Private

• If you make any class constructor private, you cannot create the instance of that class from outside the class.

```
class A {
    private A() {
              System.out.println("Hello, I am a private constructor");
class B
    public static void main(String args []) {
             A obj=new A();
```

#### Private

• If you make any class constructor private, you cannot create the instance of that class from outside the class.

```
class A {
    private A() {
              System.out.println("Hello, I am a private constructor");
class B
    public static void main(String args []) {
             A obj=new A();
                                                              Output:
                                                              Error-
                                                              A() has private access in A
```

#### Public

- The **public** access modifier is accessible everywhere.
- It has the widest scope among all other modifiers.
- **Public** accessibility is the least restrictive of all the accessibility modifiers.

#### Default

- When no access modifier is used, then by default the member of a class is public within its own package, but cannot be accessed outside of its package.
- It provides more accessibility than private. But, it is more restrictive than protected, and public.

#### Protected

- A protected member is accessible in all classes in the same package, and by all subclasses of its class in any package where this class is visible.
- In other words, non-subclasses in other packages cannot access protected members from other packages.
- A subclass in another package can only access protected members in the superclass via references of its own type or its subtypes.
- It is more restrictive than **public** member accessibility.

#### Protected

• Example:

```
package packA;
class A {
    private int a;
    protected void show() {
             System.out.println("Hello, I am protected method");
package packB;
import packA.A;
class B extends A
    public static void main(String args []) {
             A obj=new A();
             obj.show();
```

#### Protected

• Example:

```
package packA;
class A {
    private int a;
    protected void show() {
             System.out.println("Hello, I am protected method");
package packB;
import packA.A;
class B extends A
    public static void main(String args []) {
             B obj=new B();
             obj.show();
```

## Access Modifiers- Accessibility

Access Modifier	within class	within package	outside package by subclass only	outside package
Private	Υ	N	N	N
Default	Υ	Υ	N	N
Protected	Υ	Υ	Υ	N
Public	Υ	Υ	Υ	Υ

### Access Modifiers with Method Overriding

• If you are overriding any method, overridden method (i.e. declared in subclass) must not be more restrictive.

```
class A {
    protected void show() {
              System.out.println("Hello, I am protected method in class A");
class B extends A
    void show() {
              System.out.println("Hello, I am default method in class B");
    public static void main(String args []) {
              A obj=new A();
              obj.show();
```