

Java Encapsulation

Lecture - 8

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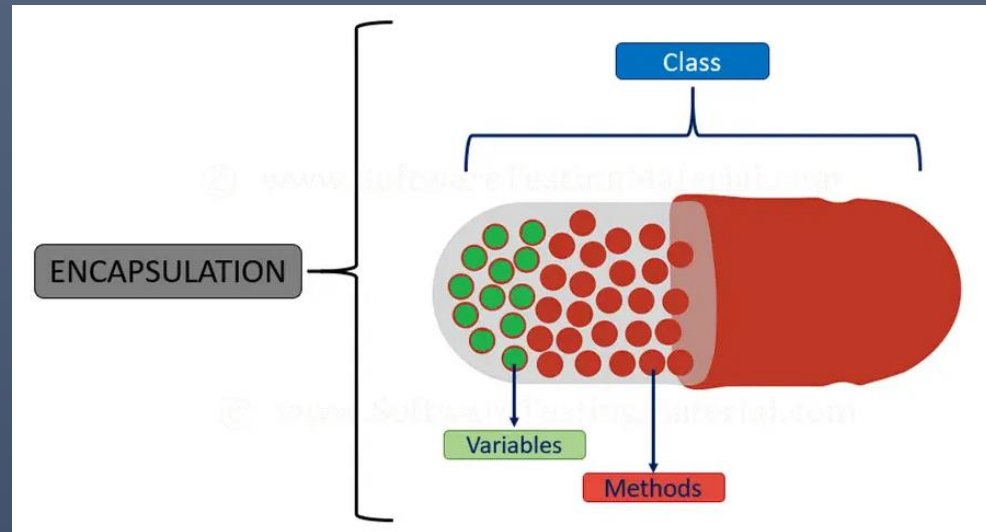
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Encapsulation

- Encapsulation in Java is a process of wrapping code and data together into a single unit.



- In encapsulation, the variables of a class will be hidden from other classes, and can be accessed only through the methods of their current class. Therefore, it is also known as data hiding.

Achieving Encapsulation

We can create a fully encapsulated class in Java by making all the data members of the class private. Then using setter and getter methods to set and get the data in it.

- So, To achieve encapsulation in Java –
 - First, Declare the variables of a class as private.
 - Then, Provide public setter and getter methods to modify and view the variables values.

```

public class Student {
    private String name;
    private int id;
    private int age;

    public int getAge() {
        return age;
    }
    public String getName() {
        return name;
    }
    public int getId () {
        return id;
    }

    public void setAge( int newAge) {
        age = newAge;
    }
    public void setName(String newName) {
        name = newName;
    }
    public void setId (int newId) {
        id = newId;
    }
}

```

```

public class Test {

    public static void main(String args[]) {
        Student s1 = new Student();

        s1.setName("James");
        s1.setAge(20);
        s1.setIdNum("12343ms");

        System.out.print("Name : " + s1.getName());
    }
}

```

- The public setXXX() and getXXX() methods are the access points of the instance variables of the class.
- Normally, these methods are referred as getters and setters.
- Therefore, any class that wants to access the variables should access them through these getters and setters.

Advantage of Encapsulation

1. By providing only a setter or getter method, you can make the class **read-only** or **write-only**.
2. It provides you the **control over the data**.
3. It is a way to achieve **data hiding** in Java because other class will not be able to access the data through the private data members.
4. The encapsulate class is **easy to test**. So, it is better for unit testing.