

# LECTURE 1

LEARN BY SOLVING  
PROBLEMS,  
NOT MEMORIZING  
DEFINITIONS

# TODAY'S MOTTO

- ACCESS MODIFIERS
- ENCAPSULATION
- GETTERS AND SETTERS

# ACCESS SPECIFIERS IN C++

## Access Specifiers in C++

- public → Accessible everywhere
- private → Accessible only inside the class
- protected → Accessible in derived classes

Access Modifiers \ Scope	Global	Derived class	Friend class	Within class
Private	✗	✗	✓	✓
Public	✓	✓	✓	✓
Protected	✗	✓	✓	✓

# WARM-UP QUESTION (PREDICTION BASED)

```
class Test {  
    int x;  
public:  
    int y;  
};  
  
int main() {  
    Test t;  
    t.y = 10;  
    t.x = 5;  
}
```

- Predict:  
Will it compile?  
If not, why?

# PROBLEMS

1.

## Secure Bank Account

Design a class BankAccount such that:

- Balance cannot be modified directly
- Anyone can check balance
- Only deposit & withdraw methods can change it
- Withdraw should fail if balance is insufficient

Constraints

- balance must be hidden
- Invalid withdrawal must be prevented

```
class BankAccount {  
    private:  
        int balance;  
  
    public:  
        BankAccount() { balance = 0; }  
  
        void deposit(int amount);  
        bool withdraw(int amount);  
        int getBalance();  
};
```

# ENCAPSULATION

- Encapsulation
- Hide data
- Access through controlled methods (get / set)
- Key Rule
- Data private + public methods = Encapsulation

## Problem: Online Exam System

Design a class ExamResult such that:

- Marks are private
- Marks must be between 0–100
- Grade is calculated automatically
- User cannot directly change grade

Constraints:

- Encapsulation mandatory
- Invalid state must be impossible

# SCENARIO BASED QUESTION

## SCENARIO: DIGITAL WALLET SYSTEM

- YOU ARE DESIGNING A DIGITAL WALLET USED BY MILLIONS OF USERS.

## RULES (MUST BE ENFORCED)

- WALLET BALANCE MUST NEVER BE DIRECTLY ACCESSIBLE OR MODIFIABLE
- BALANCE CANNOT GO NEGATIVE
- EVERY TRANSACTION MUST BE VALIDATED
- TRANSACTION HISTORY CANNOT BE MODIFIED FROM OUTSIDE
- USERS CAN ONLY INTERACT THROUGH ALLOWED OPERATIONS

## SYSTEM REQUIREMENTS

- DESIGN A CLASS DIGITALWALLET WITH THE FOLLOWING BEHAVIOR:
- PRIVATE DATA (MUST BE HIDDEN)
- BALANCE
- TRANSACTIONCOUNT
- TRANSACTIONHISTORY[]

## PUBLIC INTERFACE (CONTROLLED ACCESS)

- ADDMONEY(AMOUNT)
- PAY(AMOUNT)
- GETBALANCE()
- GETTRANSACTIONCOUNT()
- PRINTSTATEMENT()

## CONSTRAINTS

- ADDMONEY(AMOUNT)
- AMOUNT MUST BE POSITIVE
- PAY(AMOUNT)
- AMOUNT MUST BE POSITIVE
- BALANCE MUST BE SUFFICIENT

## NO METHOD SHOULD ALLOW:

- NEGATIVE BALANCE
- DIRECT ACCESS TO TRANSACTION LIST
- TRANSACTIONHISTORY CANNOT BE RETURNED DIRECTLY
- TRANSACTION COUNT MUST UPDATE AUTOMATICALLY

ANY  
QUESTION?

THANK  
YOU