Q9. Explain Encapsulation with an example.

In the object-oriented programming method, Encapsulation (English: Encapsulation) refers to a method of packaging and hiding the implementation details of the abstract function interface.

Encapsulation can be thought of as a protective barrier that prevents code and data of this class from being randomly accessed by code defined by external classes.

To access the code and data of this class, you must pass strict interface control.

The main function of the package is that we can modify our implementation code without modifying the program fragments that call our code.

Proper packaging makes the code easier to understand and maintain, and it also enhances the security of the code.

**Example：**

public class Person {

private String name;

private int age;

}

Q10. What is the difference between Encapsulation and Abstraction

Abstraction: Abstraction is to ignore those aspects of a problem that are not related to the current goal, in order to pay more attention to the part related to the current goal. Abstraction does not intend to understand the whole problem, but only select one part. The abstraction includes two aspects: Process abstraction and data abstraction.

Encapsulation: It is to enclose the process and data, access to the data can only pass through the defined interface.