

Public vs. Private

Part of the reason we make classes is to create an object that we never see the details of. The idea is that to use any object, all you need to do is read a specification file to know which functions to use.

What happens if we allow anyone to access object data?

Using Public and Private:

```
// spec for flyingMonkey class
class flyingMonkey {

    public:
    // Constructor
    flyingMonkey( );

    // Our methods for this function.
    // These should perform all tasks
    // involving the manipulation of
    // the data.
    bool isFlying( );

    private:
    // Data for this object
    string  monkeyName;
    bool monkeyAlive;
    bool monkeyFly;
};
```

Now, this:

```
bool test = monkey1.monkeyFly;
```

won't work! Data integrity is maintained, as you must use an object's methods to access its data.