Andrew Halisky

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W06 Encapsulation Essay

Brother Poulson

In the language of C#, encapsulation is when you write a code that contains two specific classes. These classes called setters and getters are used to access a specific variable in a written code. The setter methods are used by calling a variable to be a getter which links to the variable known as the setter. The getter returns that variable which was called. The getters can only be passed through public functions. A major benefit of Encapsulation is that it allows an object to access and control data and methods.

One example of encapsulation from the program I wrote is in the ScriptureGenerator class, which contains the constructor GenerateScripture(). This class calls two variables which are the words containing a verse of scripture, and the reference which is the scripture that goes with each of those verses. The \_scriptures list is what contains the entire list of scriptures and verses that are generated when the user presses the enter key. It then acts as a getter by returning the list of words from each verse. The GenerateChapter() acts as a getter by returning the reference which is the scripture that goes with each verse. The reference is returned separately, from the words so that it appears on the screen and does not get hidden.