**What is encapsulation?**

* Encapsulation is one of the fundamental principles of Object-Oriented Programming that involves bundling the data and the methods that operate on the data into a single unit, typically a class.
* **Features of Encapsulation:**

1. **Private Data**: The internal data of a class is made private, so it cannot be accessed directly from outside the class.
2. **Public Methods (Getters and Setters)**: Public methods known as getter and setter methods are provided to allow controlled access to private data. The getter method allows reading the value, and the setter method allows modifying the value.
3. **Control Access**: By using getters and setters, you can enforce rules for accessing and modifying the data, ensuring that the data is valid and consistent.