**What is encapsulation?**

In object-oriented programming (OOP), there's this method called encapsulation. It's like putting your data and actions together in a safe box (a class). This box keeps your data protected so that only the right methods can use or change it.

**Why do we use encapsulation?**

We use encapsulation mainly to hide our data and make it easier to work with. When we put our data inside a class, we can control who gets to see or change it. This helps us avoid messing up our data by accident and makes our code more reliable. Besides that, it also makes our code less confusing because everything related to our data is in one place.

**How do we use encapsulation in our code?**

To actually use encapsulation, we create classes with private attributes and public methods. Private attributes can only be used inside the class, so they stay safe from outside meddling. Public methods are like doors to our data box – they let us interact with the data in a controlled way, without needing to know all the details inside.

In short, encapsulation helps us write code that's easier to understand, maintain, and expand. It keeps our data safe, our code tidy, and our programs running smoothly.