Encapsulation is the act of hiding something like if you would put it inside a capsule. By doing it in a program, others won’t be able to see or manipulate your code; more importantly, other codes can’t affect the encapsulated one. It helps a lot when a problem shows up in the program, we can’t blame other classes for the issue that we are having in our encapsulated one, because they are separated from the other interactions with each other are impossible. When de class is encapsulated it is easier to find and solve the issue. In order to hide any code in C# the program has to begin with the “private” keyword. “public” keyword is already known which allows anyone to interact with the code inside but “private” doesn’t because it is literally private.

Here I have an example from the project this week: private string book, chapter, verse;

This one is an encapsulation from the Reference’s class, I decided to pick this one because it has 3 variables declared all together, and those variables contain strings.