Explaining Encapsulation

Encapsulation can basically be defined as the way we carefully hid or enclose the details of the behavioral attributes of our classes in such a way that they cant be affected, seen or adjusted by other codes. Encapsulation is a very important part of our programming as it helps us to reduce the rate at which different parts of our codes depends on each other and it protects them from breaking changes. This can basically be achieved by using access modifiers these includes private and public. it is usually used most at times while trying to secure personal details such as bank details and other real-world situations that requires protecting personal details.

This is a basic set of codes that shows how encapsulation works

public class Name{

private string \_userName;

private string \_firstName;

public Name (userName, firstName:string){

\_userName=userName;

\_firstName = firstName;

}

public string GetUserName(){

return \_userName;

}

public string GetFirstName(){

return \_firstName;

}

}

Encapsulation is not just making details private but it is also protecting them and ensure that any changes that need to be made is done internally that it helps to also control access to information.

In order words encapsulation means restricting direct access to the data of an object and can only be accessed through controlled access through methods