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Encapsulation is the concept that refers to “hiding” certain data or methods from other classes in order to make the program simpler, more maintainable, and more flexible. For example, if you have an attribute that is accessible anywhere in your program and you decide to change something about it (like the name, type of data it holds, or something else) you could potentially break code everywhere that that attribute is accessed. However, if the attribute is accessible only within the class it’s defined in and you change it, you only need to change code in that class. Additionally, if a problem or bug arises related to that attribute, the bug is contained within that class; you know generally where it is. One example of encapsulation being used in my program is using a private attribute in my Word class to represent the string that the class represents. Whenever I need to do something with that attribute I use a public method from the word class that handles everything and accesses the attribute. This way, if I want to change what I do with that attribute, I only have to change or add a method inside the Word class. My code everywhere else will stay the same, and will be much simpler.