**Encapsulation Using Properties**

* Properties are a new language feature introduced with C#.
* Only a few languages support this property.
* Properties in C# helps in protect a field in a class by reading and writing to it. The first method itself is good but Encapsulation can be accomplished much smoother with properties.
* Now let's see an example.

using system;

**public** **class** Department

{

**private** string departname;

**public** string Departname

{

get

{

**return** departname;

}

set

{

departname = value;

}

}

}

**public** **class** Departmentmain

{

**public** **static** **int** Main(string[] args)

{

Department d = **new** Department();

d.departname = "Communication";

Console.WriteLine("The Department is :{0}", d.Departname);

**return** 0;

}

}

* From the above example we see the usage of Encapsulation by using properties.
* The property has two accessor get and set.
* The get accessor returns the value of the some property field.
* The set accessor sets the value of the some property field with the contents of "value".