Encapsulation is basically setting privacy values to attributes or methods in a class so you can define whether they will be accessible from another class or not. This is especially helpful when you have several classes with similar methods or attributes. Encapsulating methods or attributes will save you from using the incorrect method or attribute as you will only have access to the ones you need, and not other private that are only available to the same class where they are defined.

For example, while working with the scripture program, I had to split the scripture in different words that would have three attributes: Text, length and hidden (to verify if the word has been turned into underscores). Text and length should not be available to be changed manually, as they are assigned automatically when the scripture is given, but they can be accessed through the public methods of getWordText and getPrivacy.

