What is encapsulation and why is it important?

Encapsulation is enclosing something so other programmers/ code do not see them nor manipulate them. It basically reduces human error throughout the code. In the program that we are working on call seeker we declare some variables as private :

private Hider hider = new Hider();

private bool isPlaying = true;

private Seeker seeker = new Seeker();

private TerminalService terminalService = new TerminalService();

All of these variable are declare as private which means other programmers will not be able to access them nor use them. But for example under the directors file we see that startGame is set to public :

public void StartGame()

{

while (isPlaying)

{

GetInputs();

DoUpdates();

DoOutputs();

}

}

Setting is to public allows another file like Program.cs to access it :

static void Main(string[] args)

{

Director director = new Director();

director.StartGame();

}

Encapsulation is very helpful because I allow programmers or coders to hide/ made inaccessible certain codes that they do not want it to be change.