The encapsulation is a principle of programming for objects is important because it means that we can put methods and attributes to some classes in private. It gives a lot of benefits like security or order in a program. An example of it is when you have a game with different personages, every personage has attributes for methods different unique, you can't put a warrior with a book because it not will work because a book is to a wizard. In the same way, you can put the sword with the wizard because he doesn’t know how to use it, it is for this reason that some classes need encapsulation to give this distance in methods. This is an absorbing example but you think in an encapsulation in passwords of a bank.

Imagine that you could obtain the password only by asking it to the program, it could will be dangerous for the data to banks. It is for this reason that the encapsulation is important.

class Scripture

{

private string reference;

private string text;

private bool[] hiddenWords;

// ... (constructor and other methods)

public string GetHiddenText()

{

string[] words = text.Split(' ');

for (int i = 0; i < words.Length; i++)

{

if (hiddenWords[i])

words[i] = new string('\*', words[i].Length);

}

return string.Join(" ", words);

}

public void HideWord(int index)

{

if (index >= 0 && index < WordCount)

hiddenWords[index] = true;

}

public bool IsWordHidden(int index)

{

return hiddenWords[index];

}

// ... (other methods)

}