**CSE210 PROGRAMMING WITH CLASSES C#**

**PRINCIPLE OF ENCAPSULATION**

**Definition of encapsulation:** A principle of programming that by which related data are protected or enclosed in their classes to prevent other parts of the program from making unnecessary changes to them to enable clean, readable and maintainable code writing.

**Benefits:** Some of the benefits are as follows;

1. Easy Debugging and maintenance: Encapsulation enable easy debugging/maintenance as the code are grouped or enclose or encapsulated in their individual classes which make it easy to figure out the areas of concern.
2. Protection against unnecessary changes: Encapsulation protect against unnecessary change of values by other areas of code and also prevent variable and method naming confusion/conflict.

**Example/Application:**

*public* *class* Word

{

*private* *string* \_text;

*private* *bool* \_isHidden;

*public* Word(*string* *text*)

    {

        \_text = *text*;

        \_isHidden = *false*;

    }