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Encapsulation

Encapsulation is a process of formatting your code to be self-containing. Meaning each class and method you use can only be accessed and in the intended way. It also makes your code far more modular, because you edit how a method in a specific class works without messing up the rest of the program.

For example in my program I was able to alter the way that my display method in my scripture class worked without having to alter any code in my reference class while I was debugging some issues.

    public void Practice()

    {

        string \_continue = "";

        while(\_continue != "quit"){

        \_continue = \_scripture.Display();

        }

    }

    public string Display()

    {

        \_scriptureText = word.GetRenderedText(\_hiddenWords);

        Console.Clear();

        Console.WriteLine($"{\_reference} {\_scriptureText}");

        string \_user = Continue();

        return \_user;

    }