**Encapsulation – Articulate**

Encapsulation is the process of enclosing something, it is as if within a capsule we can store something that will be used for something that would be done later.

One of the benefits of encapsulation is that we can use the program without the need for other classes to have access to it, in other words it becomes private.

For example, if we have a class of animals that have attributes such as the type of animal, these can become public or private according to the necessary needs and requirements.

An example of code would be:

public class Animals {

private string \_vertebratesAnimals();

private string \_invertebratesAnimals();

public void DisplayAll();

}