Encapsulation is defined as the act of enclosing something. In programming, encapsulation is used to protect a part of the program from being able to be seen or manipulated by another part of the program. This way things aren’t changed by something that isn’t supposed to change them. Classes should be completely encapsulated for this protection. We set them as private to do this.

In our Scripture Memorization Program, we encapsulate the member variable \_phrase by setting it as private to protect it from being manipulated by other files in the program.

public class Scripture

{

    private string \_phrase;

    public Scripture()

    {

        \_phrase = "None";

    }