***Encapsulation***

Encapsulation is like wrapping some data and information in one unit. In this way you create a system that store the information along with the functions or specific task that you require to do with those data. This is very helpfull because will help you to work in the way that you need. You could decided which information will be restricted or private and wich one will be of free access or public, you could play with the information by storing it and by use the one you need.I think that encapsulation is great because you even could use it to do something different or like a starting point in future or more complex projects, you could hide or you could show as you wish.

Example of Encapsulation with code

public class Person

{

private string \_title;

private string \_firstName;

private string \_lastName;

public string GetFirstName()

{

return \_firstName;

}

public void SetFirstName(string firstName)

{

\_firstName = firstName;

}

...

}