**Encapsulation** means keeping the details inside a class hidden from other parts of the program. It protects the data by making member variables private, so no one can change them directly. Instead, we use public methods to safely get or set data. This helps avoid mistakes and keeps the code easier to maintain because each class controls its own data and behavior.

For example, in my Scripture Memorizer program, the Word class keeps the text and whether it’s hidden private:

[private string \_text;]

[private bool \_isHidden;]

Other classes don’t change these directly but call methods like Hide() to change the hidden state. This way, the Word class controls how its data changes, preventing errors.

The benefit is that encapsulation keeps the program safe and organized by controlling access to important data. It helps me manage complexity by grouping related code inside classes and hiding the details. This makes the program easier to update or fix later without breaking things.