Encapsulation

What is encapsulation and why is it important?

Encapsulation is used in programming to “conceal” code within itself so that it can be contained as a piece of code for the program to use. Encapsulation will also prevent other parts of the program from accessing different details within the code. A class should contain all the data and logic surrounding the task, but not try to access the data itself.

A reason why this matters is because we can hide attributes so that they are not as accessible when viewing the code. When done correctly, the data itself will be hidden, ready to be accessed when called on in the code.

Here is an example of Encapsulation from my Fractions Code:

public Fraction(int wholeNumber)

{

\_top = wholeNumber;

\_bottom = 1;

}