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Encapsulation – Articulate

When we are programming, sometimes we need to make a lot of changes. The only problem that we have with that is that if we changed something from one class, it mind impact an x amount of classes that we already programmed. We then need to fix the syntax to match it with the syntax that I changed in that first class. It is a struggle when you do that and as programmer we don’t have to time to keep on changing each of these syntax. This is when encapsulation comes into play.

There are two things that we have been using in class to help with encapsulation. We used public and private. What do these two things mean. When you put something private, what that means is that whatever the string or integer that you put it will only be accessed by that class in that program. No one else can have access to it hence its name private. Public is the exact opposite of private. When you want it to have access to the other programs, you would use public. The greatest thing about private is that you can still access it through other programs but not changing it value from the original program. So you can change the value of the string or integer as much as you like, but its “value” is still the same. We used this in our Scripture program when I had to make my values of the scripture private but the other classes could use other variables to have access to it.