Encapsulation is way to hide data, properties and methods from outside the world or   
outside of the class scope and exposing only necessary thing.Encapsulation complements Abstraction. Abstraction display only important features of a class and Encapsulation hides unwanted data or private data from outside of a class.It hides the information within the object and prevents from accidental corruption.

**How we can achieve Encapsulation**

We can achieve Encapsulation by using "**private"**access modifier as shown in below snippet of code.

|  |  |  |
| --- | --- | --- |
| 1 | class Employee{ | |
| 2 |  |

|  |  |
| --- | --- |
| 3 | private void AccountInformation(){ |
| 4 | Console.WriteLine("Displaying Account Details"); | |

|  |  |  |
| --- | --- | --- |
| 5 | } | |
| 6 |  |

|  |  |
| --- | --- |
| 7 | } |

**Why to use Encapsulation**

Encapsulation means protecting important data inside the class

which we do not   
want to be exposed outside of the class.