Your response must:

* Explain the meaning of Encapsulation
* Highlight a benefit of Encapsulation
* Provide an application of Encapsulation
* Use a code example of Encapsulation from the program you wrote
* Thoroughly explain these concepts (this likely cannot be done in less than 100 words)

Encapsulation is about separating code from other parts of the program by making variables private, and ensuring that a Class only addresses functions related to the class.   
  
Private Variables protect access to information. In the scope of a scripture class that may not be necessary, but in the case of financial information or private personal information, keeping the variables private so they can only be accessed in authorized ways. The use of Getters and Setter Methods can be used to pass information to the private Variables.

And example from my scripture class of a Setter is:

public string SetPassage(string Script){

\_passage = Script;

return \_passage;

}

This is then passed to the private string \_passage; variable in the Scripture class where it is used.  
  
Private Methods can also be used if they are only used within the class. Public Methods are available to be called by other methods.

In the Scripture Memorizer program it was essential that all variables be private. This required Getters and Setters to be created. However, one thing I did eliminate from my program was un necessary getters or setters. If it is not needed, including it defeats the purpose of private variables.