Encapsulation is when you take related methods and put them together in a class while protecting some of the details of that class. It keeps data safe and only allows access to the data through other parts of the program. The benefit of encapsulation is that it keeps your program safe from being modified and therefore bugged by changes in other parts of your program. An application of this could be for a bank account program, where you would want the balance of the account to be encapsulated inside a class while only exposing methods to withdraw or put money into the balance.

Example of encapsulation from my code:

public class Word

{

private string \_text;

private bool \_isHidden;

public Word(string text)

{

\_text = text;

\_isHidden = false;

}