**Encapsulation**

* **Encapsulation is one of the four fundamental OOP concept. The other three are inheritance, polymorphism, and abstraction.**
* **Encapsulation in C# is a mechanism of wrapping the data (variables) and code acting on the data (methods and properties) together as a single unit.**
* **In encapsulation, the variable of a class will be hidden from other classes, and accessed only through the methods or properties of their current class. Therefore, it is also known as data hiding.**