Encapsulation means wrapping up data and the methods that operate on that data into a single unit, like a class. It keeps them safe and organized. One benefit is that it prevents other parts of the program from messing with the data, making your code more reliable. Encapsulation is like putting things in separate boxes. In a banking system, all account details are kept in one box (class), and only specific methods (like adding or withdrawing money) have keys to access and change these details. This keeps the information safe and organized, making sure only authorized actions can modify it. For example, in our Scripture Memorizer program, each class (like Reference, Scripture, and Word) keeps its data private and provides controlled access to it through methods or properties, ensuring that everything stays in order.

public class Reference

{

private string \_book;

private int \_chapter;

private int \_startVerse;

private int \_endVerse;

public string \_scripture = "Proverbs 3:5-6";

public Reference(string reference)

{

. . .