**A key idea in object-oriented programming is the concept of encapsulation, which describes the grouping together of methods that operate on data and itself. In order to prevent unauthorized access to the data and to limit how it can be changed, it is used to hide and sometimes or to protect the data. Reduced attribute visibility to the current class and the use of public getter and setter methods are two ways to accomplish encapsulation**

**Encapsulation has the benefits of protecting data from unauthorized programs and also preserving the data's integrity. It also makes it simpler to alter some class implementation specifics without affecting other program elements, which is another benefit**

Here is an Encapsulation example:

public class Person {

private String name;

private int age;

public String getName() {

return name;

}

public void setName(String name) {

this.name = name;

}

public int getAge() {

return age;

}

public void setAge(int age) {

this.age = age;

}

}