Encapsulation

By Tim Zufelt

CSE 210- Programming w/Classes

When we want to wrap something up or to encase it and not allow it to be see or used by any outside source, we “encapsulate” it or make it private. That we what we do to code whe new want it to stay or be used in one place.

Think of it like enclosing something, as if it were in a capsule. We should think carefully about the behaviors that my classes use and then to hiding the details of how they perform those behaviors, even making it so other code cannot see or manipulate these details.

This is accomplished by using “private” syntax. Like in this week’s code snippet; the variable and the method only operate in the “Scripture” class.

Text

Description automatically generated

Text

Description automatically generated

Now technically in encapsulation, the variables or data of a class are hidden from any other class and can be accessed only through any member function of its own class in which they are declared. As in encapsulation, the data in a class is hidden from other classes, so it is also known as data-hiding. Encapsulation can be achieved by: Declaring all the variables in the class as private and using [C# Properties](https://www.geeksforgeeks.org/c-properties/) in the class to set and get the values of variables.