Encapsulation is layer identification of classes and objects to make certain information more secure and only allow certain access to those things that we are wanting the user to interact with. This allows for a more secure code since we can control what information the user will have access to and what they won’t have access to.

If I were to have a toy car that I am able to stop or start, then I am able to interact with it. Encapsulation comes in where/when I do not know what is in the car, how fast it moves, or how to control any of the settings other than stop and start. I am only able to use the start and stop buttons.

Public class toy\_car{

Public start{

Private speed\_kmh= 30;

}

Public stop{

Private speed\_kmh = 0;

}

};

In the example I can access start and stop but not the speeds that they are set to.