<h1><b><u>Object Oriented Programming (OOP)</u></b></h1>

<p style="color: darkblue">Object Oriented programming is a very useful method of programming that enables the programmer to develop codes to run a project in a very efficient manner, using this method the programmer doesnt have to write all the code for seperate objects and just by using principles of OOP and its implementations wirte it just once and use it for as many objects as they want. <br> There are four Pillars of Object Oriented Porgramming,</p>

<ul>

<li><b>Inheritance</b></li>

<li><b>Encapsulation</b></li>

<li><b>Abstraction</b></li>

<li><b>Polymorphism</b></li>

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<dfn><b>Inheritence</b></dfn>

<dd style="color: darkblue" >Inheritence is the relationship built between classes to inherit features of a parent class to the child class. The derived class is the child class which inherits the features of the base class. We use this pillar of <ins>Object Oriented Programming</ins> where we want same attributes for many classes.</dd>

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<dfn><b>Encapsulation</b></dfn>

<dd style="color: darkblue" >Encapsulation is one of the pillers of <ins>Object Oriented Programming</ins>. Using this pillar we control what we want our user to have access of and what to refrain the user from having access to, i.e. changing the credit of bank account, here we only give access to reading data instead of manipulating it. Here, we use private access specifier to make some attributes private and access them only through premade functions for premade and predefined outputs</dd>

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