**Assignment # 06**

**Q1) Define Object Oriented Programming language?**

Ans1) It refers to a type of computer programming in which programmers create objects that contain data and functions. The advantage of using OOP concept is to not use traditional programming techniques and programmers can create modules that do not need to be changed when a new object is created. We can simply create a object which will inherit the attributes of existing object.

**Q2) List down the benefits of OOP?**

Ans2)

* We can easily troubleshoot any errors
* We can reuse the code using the inheritance
* Polymorphism enables us to be more flexible
* OOP helps us to solve problem effectively

**Q3) Differentiate between function and method?**

Ans3) Functions are defined outside the class while methods are defined inside the class.

**Q4) Define the following terms:**

**1. Class**

**2. Object**

**3. Attribute**

**4. Behavior**

Ans4) Class: It is the template definition of methods and variables in a particular kind of object.

Object:  Objects are the things you think about first in designing a program and they are also the units of code that are eventually derived from the process

Attribute: Attributes are data that is stored inside a class or an instance and it represents the state of the class or instance.

Behavior:  A behavior determines how an instance of that class operates