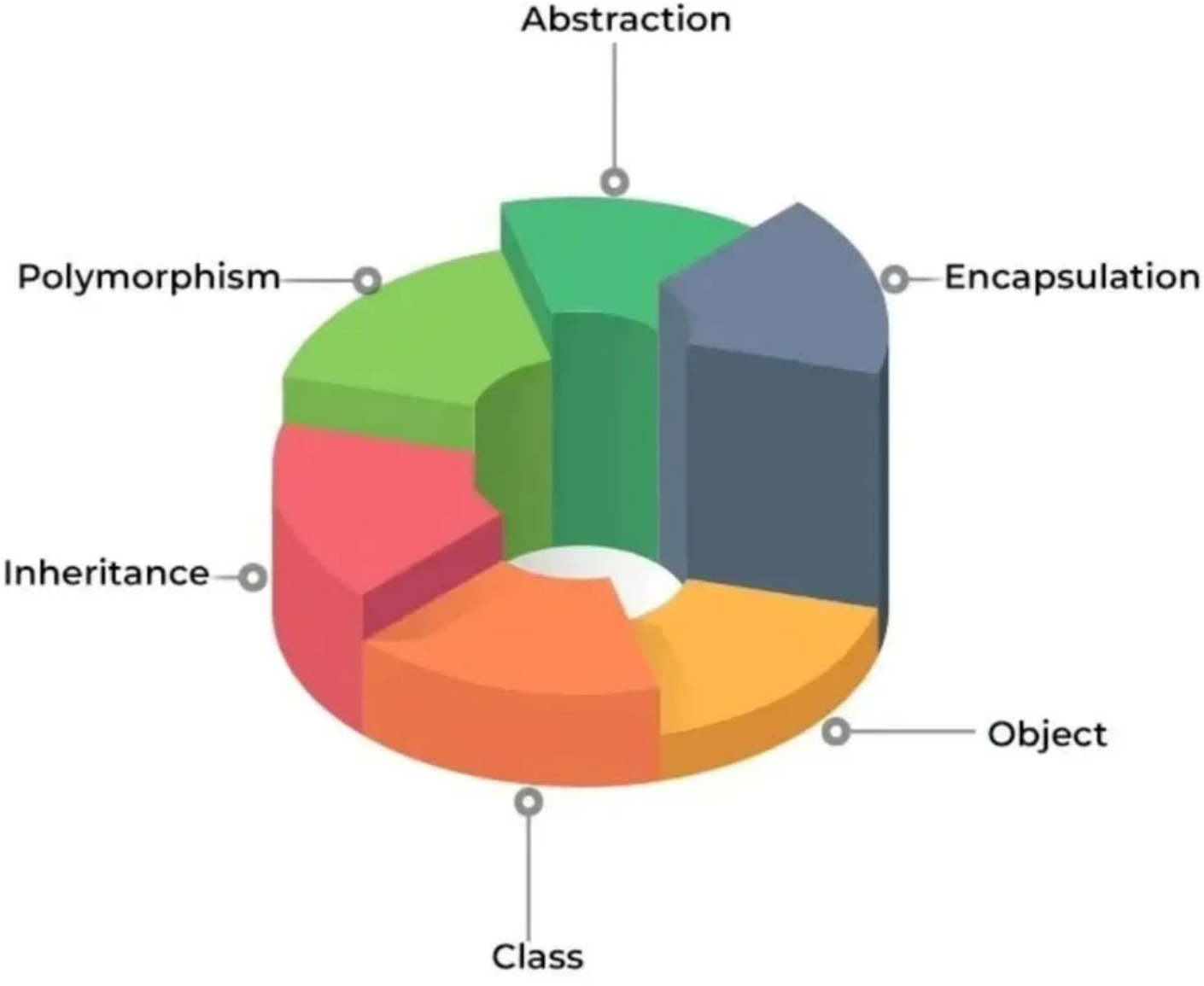
OOPS

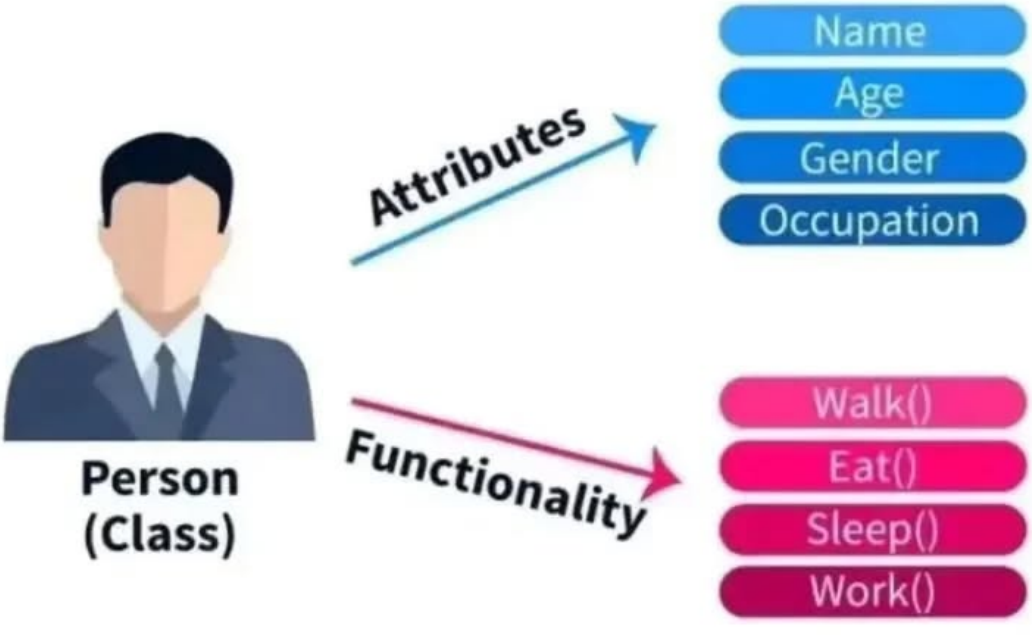
in real life



CLASS

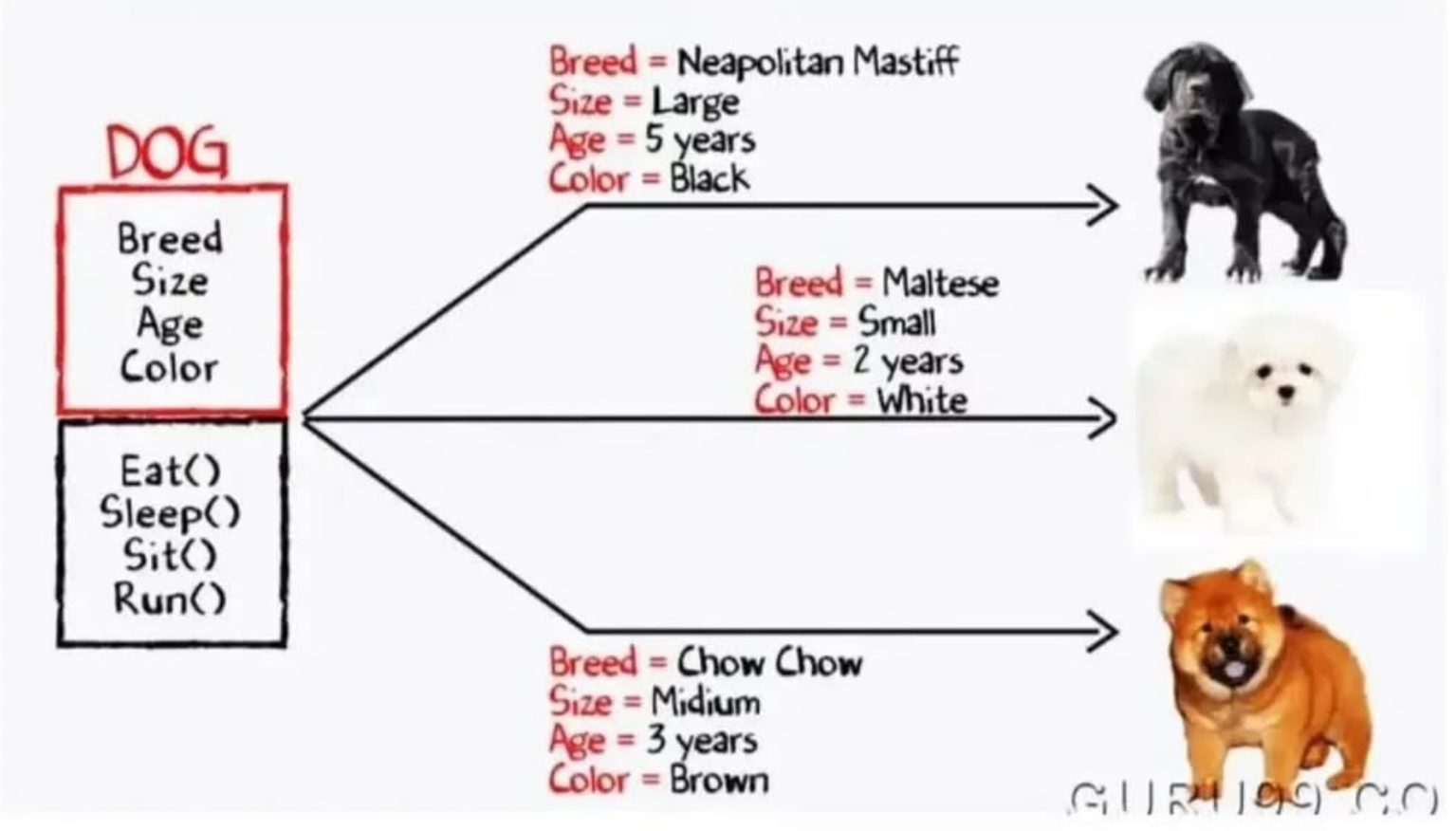
A class is a blueprint for declaring and creating objects.

What is Class?



OBJECT

An object is a class instance that allows programmers to use variables and methods from inside the class.



There are 4 OOP concepts. They are:

1. **Polymorphism**
2. **Inheritance**
3. **Encapsulation**
4. **Abstraction**

POLYMORPHISM

Polymorphism is the ability to exist in many forms.

A Player

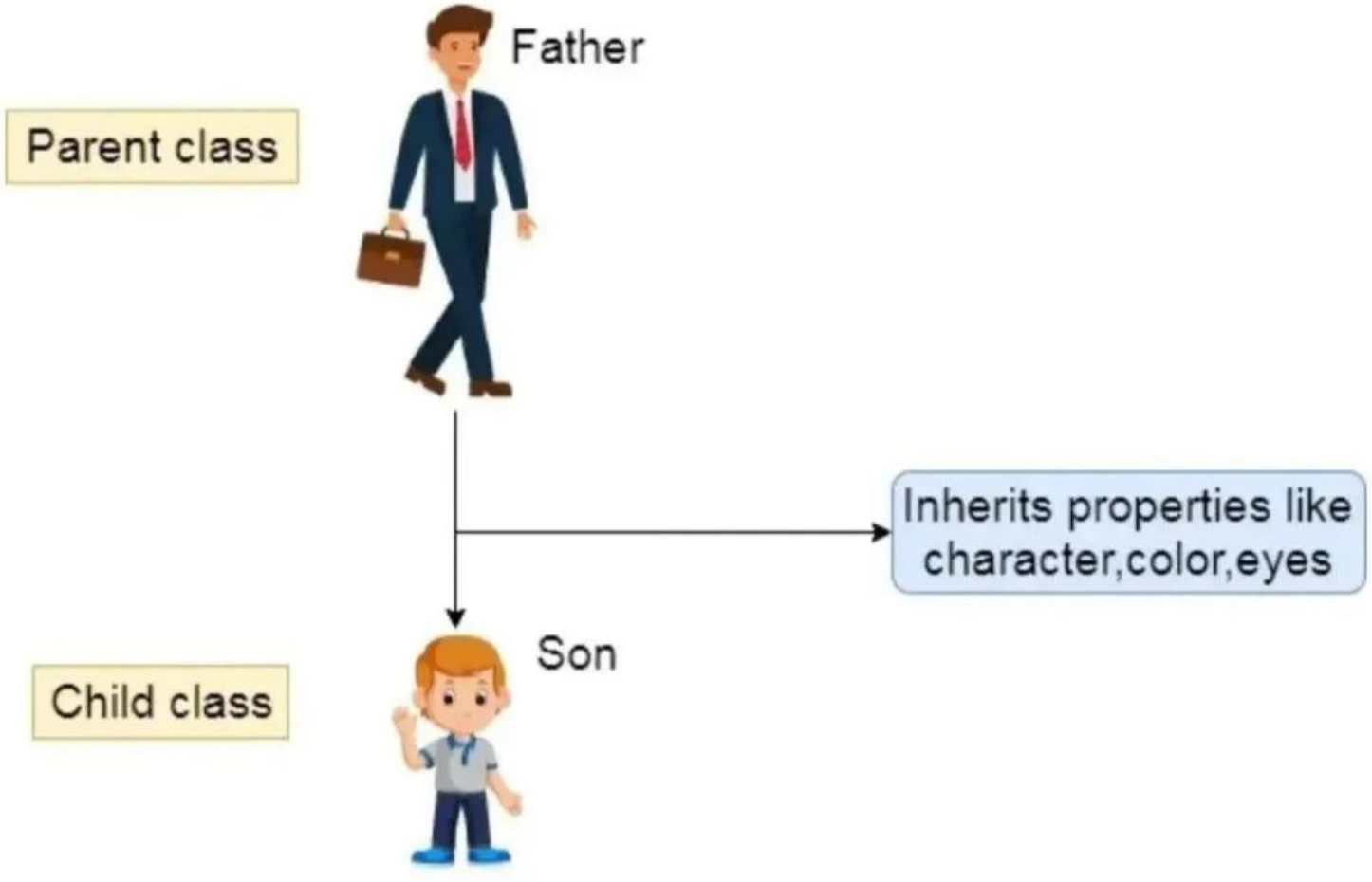
A Writer

A Student

A boy

INHERITANCE

Inheritance means it allows classes to inherit common properties from the parent class.



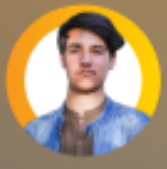
ENCAPSULATION

Encapsulation means it binds data and code together into one unit.

ABSTRACTION

In abstraction, it displays only the important information by hiding the implementation part.

Follow for more



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