

@CodeAvial  
programming\_in\_malayalam

Turn ON notifications

# OOPS CONCEPT IN REAL LIFE



Like, or not,

Share, giving it value

>>Swipe

# Object-oriented programming

- **Object**                      –Instance of Class
- **Class**                        –Blue print of Object
- **Encapsulation**          –Protecting our Data
- **Polymorphism**          –Different behaviors at different instances
- **Abstraction**              –Hiding our irrelevant Data
- **Inheritance**              –One property of object is acquiring to  
another property of object

**object**  
minicooper



**Car**  
class

Color  
Weight  
Speed  
Model

**Data members**<sub>(Attributes)</sub>

Common features

startCar()  
changeGear()  
slowDown()  
brake()

**method**

Common functionalities

# Polymorphism

In school  
behave like a student

In home  
behave like a son



In bus  
behave like a  
passenger

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In shopping mall  
behave like a customer

# Abstraction

## ATM machine

Check balance

Withdraw cash

Deposit cash

Print bill



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**Even though it performs a lot of actions  
it doesn't show us the process**

**It has hidden its process by showing only the main things  
like getting inputs and giving the output.**

# Inheritance

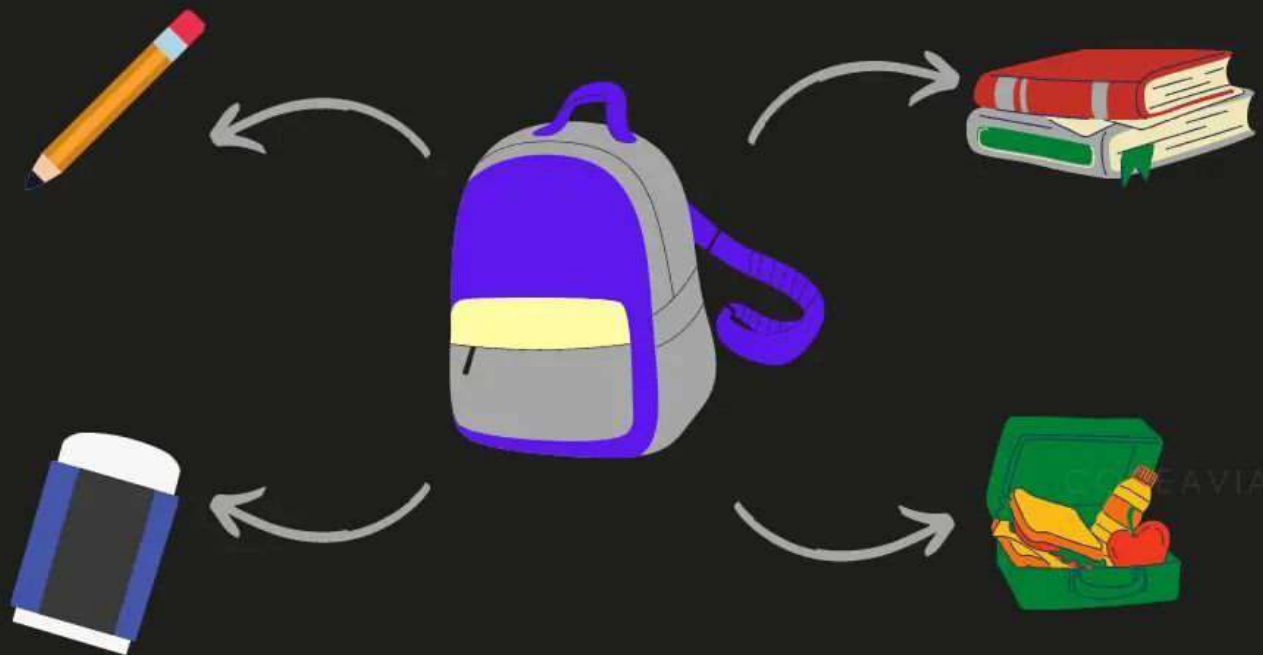


Mom and daughter

Some properties of mom  
inherits by her daughter

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# Encapsulation



School bag can keep our book,  
pen, erasers, sharpner so on..