

Project Topic

Learning OOP with OOPL

Abstract :

As the Object oriented programming is a crucial concept for real world programming used in various languages. Our project is 'Learning OOP with OOPL' in C++. The purpose for making this project is that we should be able to understand and implement all the OOPL concepts. In this project, we are making a user based interface where user will have options to choose the topic of OOPL and will be able to get entire knowledge and code implementation about that topic.

We will be using different concepts of object-oriented programming to provide the user with a better learning experience. We will explain the four fundamental concepts of encapsulation, abstraction, polymorphism, and inheritance. Different classes will be made on the various topics, which will contain definition, code etc as the objects. These will be inherited, encapsulated and other concepts will be applied.

The motive behind this is that we will be implementing and learning all the required concepts theoretically and practically.

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