**Topic:**

Help students learn OOP with the help of introduction, definitions, example codes, and their explanations.

**Abstract:**

Sometimes students face difficulties in understanding some of the concepts of OOP; primarily, they struggle with the questions that require them to find the code's output, as OOP concepts are a bit tricky. So to help them by giving proper definitions and example code and their explanations, we aim to make them understand the concepts better. We will be using different concepts of oops to provide the user with a better learning experience. We will explain the four fundamental concepts of encapsulation, abstraction, polymorphism, and inheritance. As we will need to show definitions and code and their explanations of each of these concepts, we will take classes for introduction, code, and code explanation; then, these classes will be inherited by the classes abstraction, encapsulation, polymorphism, and inheritance. Along the way, we will use other concepts like operator overloading, access modifiers, their uses and use-cases, different types of data members and methods, constructors and their uses, deconstructors, etc. Users will choose what they want to learn and will be given options to start with basics, see the coded examples, they will be offered an explanation to the example code when demanded, and to make the things little interesting, we will add some MCQ questions for the users to test their understanding. It will be beneficial for both beginners and non-beginners as beginners will learn new concepts, and non-beginners can always check this to revise their concepts and find things that they might have forgotten about.

**Group Members:**

**2020BCS013 - Anurag Yadav**

**2020BCS015 - Aryan Dadhich**

**2020BCS016 - Ashish**

**2020BCS017 - Ashwin**

**2020BCS018 - Bachute Sarvesh Vikas**