**Question: 1**

**Object Oriented Programming Language**

Object-oriented programming is a programming paradigm based on the concept of "objects", which can contain data, in the form of fields, and code, in the form of procedures. A feature of objects is an object's procedures that can access and often modify the data fields of the object with which they are associated.

**Question: 2**

**Benefits of OOP**

## Provide reuse of code through inheritance

## Flexibility through polymorphism

## Effective problem solving

**Question: 3**

**Differentiate Between Function and Method**

## A function is a group of reusable code which can be called anywhere in the program. A method is a piece of code that is called by a name that is associated with an object.

**Question: 4**

**Class**

A **class** describes the contents of the **objects** that belong to it: it describes an aggregate of data fields (called instance variables), and defines the operations (called methods).

**Object:**

An **object** is an element (or instance) of a **class**, **objects** have the behaviors of their **class**.

**Attribute:**

**Attributes** store information about the instance.

**Behavior:**

A class's behavior determines how an instance of that class operates