

OOPS

- (*) Encapsulation, (*) Data Abstraction (*) Polymorphism
 - (*) Inheritance.
-

(*) Encapsulation.

it is a fundamental concept in Object-Oriented programming.

it refers to bundling data (Variable) and methods (function) that operate on the data into a single unit, typically a class. it also restrict direct access to some component, allowing controlled access through specific method.



you don't need to worry how it work inside you just use the object.

to be packed all internal details in one like capsule is called Encapsulation.

- (c) **Data Abstraction**:- Hiding internal details showing important feature.

foreg:- In car how engine work you don't worry you st just start them.

So hiding internal details user use only important feature is called abstraction.

- (c) **Inheritance**:- Borrowing feature from previous Once is called Inheritance to reuse again.

foreg:- Iphone 6 to new I7 all feature from 6 reuse in 7 $P \rightarrow \text{Child}$

- (c) **polymorphism**

many \leftarrow One

Set \Rightarrow to change

get \rightarrow to read.

Overriding:- Same name different data type.

Overloading:- Same name same parameter.