

Object Oriented Programming ÷

→ Simula

first oop language
(considered)

smalltalk

first
truly oop lang.

object

an instance
of a class.

Object

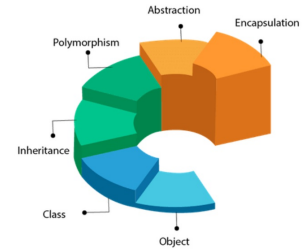
Any entity that has state and behavior is known as an object. For example, a chair, pen, table, keyboard, bike, etc. It can be physical or logical.

Class

Collection of objects is called class. It is a logical entity.

A class can also be defined as a blueprint from which you can create an individual object. Class doesn't consume any space.

OOPs (Object-Oriented Programming System)



class doesn't consume any space, but when we define object then that object consumes space.

• Advantages of OOP over procedure base programming

- Easy development and maintainance.
- oop provides data hiding
- ability to simulate real world problems/events efficiently

• Object oriented programming Vs Object based programming

main diff:-
objad based programming does not
support inheritance

ex:-

Java script VB script

Java Naming Conventions :

- The name must not contain any white spaces.
- The name should not start with special characters like & (ampersand), \$ (dollar), _ (underscore).

class



starts with
upper case.

class Employee()

method



starts with
lower case

void draw();

void drawPoint();

conversions
are not mandatory

CamelCase conversion
is used in JAVA

