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Week5 research

The four pillars of Object-Oriented Programming are: Abstraction, Encapsulation, Inheritance and Polymorphism.

Abstraction is the method of hiding unnecessary details from the necessary ones.

Inheritance means one class can extend to another class. That is existing class (Super class) and derived class (sub class).

Encapsulation is code maintainability and protects code from others. Achieved by making variable private or protected or use public accessor methods (set<property> or get<property>).

Polymorphism means many forms that is a single object can refer to the super-class or sub-class depending on the reference type.

A class is a template or blueprint which contains some values. While an object is the instance of the class template. Class has variables and methods while Objects has state and behavior defined in class.

When an object is created it automatically takes the data and functions that are defined in the class

Reference:

<https://www.interviewbit.com/oops-interview-questions/>

https://www.freecodecamp.org/news/four-pillars-of-object-oriented-programming/