



OOPS LANGUAGE-OBJECT ORIENTED PROGRAMING LANGUAGE

INTRODUCTION TO OOPS

- ❖ OOP stands for Object-Oriented Programming.
- ❖ It is a programming paradigm based on the concept of objects.
- ❖ Each object contains data and functions to manipulate that data.
- ❖ OOP helps in structuring complex software in a manageable way.

ABOUT OBJECT-ORIENTED PROGRAMMING

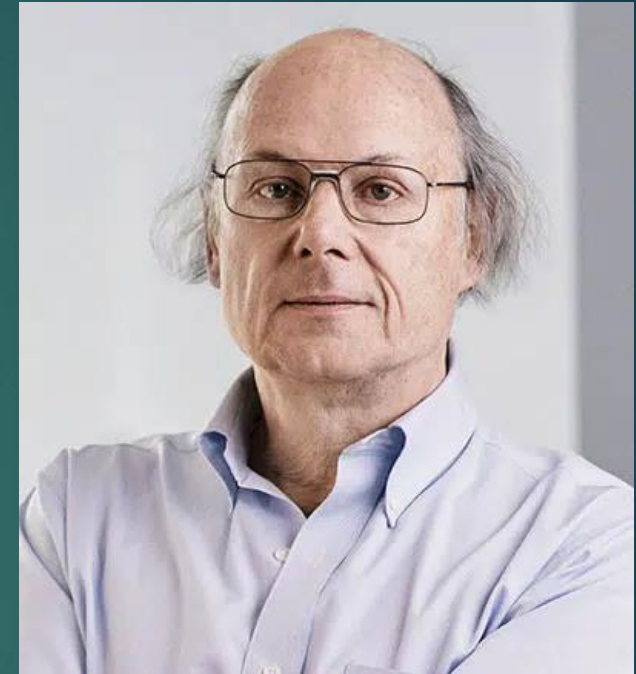
- ❖ OOP allows developers to design modular programs and reusable code.
- ❖ It focuses on data and the procedures that operate on the data.
- ❖ Key characteristics:
 - ❖ - Organizes software design around data (objects), rather than functions and logic.
 - ❖ - Provides a clear structure for programs.

HISTORY OF OOP

- ❖ OOP concepts date back to the 1960s with the creation of Simula (first OOP language).
- ❖ C++ was developed by Bjarne Stroustrup in 1979 as an extension of C with object-oriented features.
- ❖ Other major OOP languages: Java, Python, Ruby, C#, etc.

HISTORY OF C++

- ❖ BJARNE STROUSTRUP
- ❖ STARTED IN 1978 TO 1979
- ❖ AT & T'S BELL LABORATORIES
- ❖ C WITH CLASSES.
- ❖ 1983 FROM THEN KNOW AS C++



COMPARISON BETWEEN C AND C++

- ❖ C++ IS SUPER SET OF C LANGUAGE
- ❖ C++ PROGRAMS CAN USE EXISTING C SOFTWARE LIBRARIES
- ❖ C FOLLOWS TOP DOWN APPROACH OF PROGRAMMING
- ❖ C++ FOLLOWS BOTTOM UP APPROACH OF PROGRAMMING
- ❖ C ADOPTS PROCEDURE ORIENTED PROGRAMMING
- ❖ C++ ADOPTS OBJECT ORIENTED PROGRAMMING

OBJECT ORIENTED PROGRAMING

- ❖ OOPS is programing approach which revolves around the concept of "Object" .
- ❖ Any entity in the system that can be define as set of properties and set of operations performed using entity's property set, is know as Object.
- ❖ Entity means example.
- ❖ Ex. There is school then object is Rahul, Ramesh, Gita and Sita.

CORE CONCEPTS OF OOP

The 5 major principles of OOP are:

- ❖ 1. Encapsulation
- ❖ 2. Data Hiding
- ❖ 3. Abstraction
- ❖ 4. Polymorphism
- ❖ 5. Inheritance

These principles enable developers to build secure, scalable, and reusable code.

IMPORTANCE OF OOP

- ❖ ✓ Modular structure for easy debugging and maintenance
- ❖ ✓ Reusability through inheritance
- ❖ ✓ Real-world modeling using objects
- ❖ ✓ Improved productivity via code reusability
- ❖ ✓ Scalability and security via encapsulation and data hiding

THANK YOU