**OOPs Concept (Object Oriented Programming):-**

#. It is a technique to design a program using classes and objects.

#. 4 Major pillar of OOPs Concept.

1. Inheritance

2. Polymorphism

3. Encapsulation

4. Abstraction.

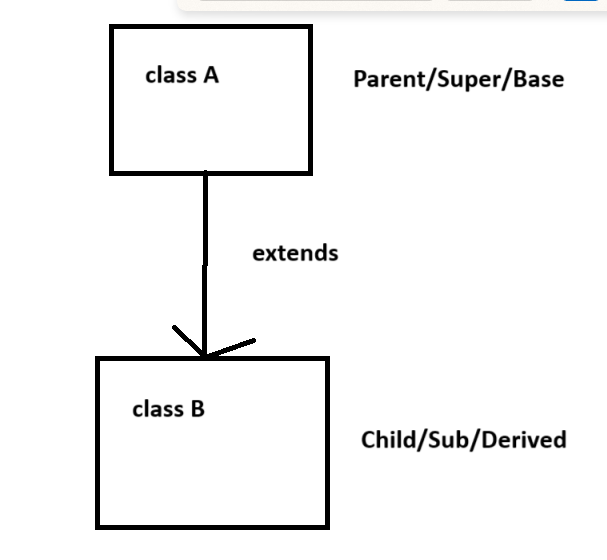
1. Inheritance

#. It is a mechanism in which child class acquires the property of parent class.

#. Advantage : Code Reusability.

#. The class which inherits the properties of other class is known as child/derived/sub class.

#. The class whose properties are inherited is known as parent/base/super class.



**Types of Inheritance:-**

**1. Single Inheritance**

**2. Multilevel Inheritance**

**3. Hierarchical Inheritance**

**4. Multiple Inheritance- is supported through interface**

**5. Hybrid Inheritance- is supported through interface**

