**Object oriented programming** is a method which holds the collection of objects having data filled and member function.

object oriented programming language can be easily upgraded .

all object oriented programming languages provide mechanism that is used to implement the object oriented model they are encapsulation inheritance and polymorphism

**Class** class is a blueprint for creating object

**object** is an entity that has properties for defining the States and for validations methods for and functionality and events for depicting the change or state object is an instance of a class .

**Encapsulation** is the mechanism in which data member and method is wrapped in a single unit inside a class so that the data can’t be accessed by other class

constructor is a special type of method whose name is same as class name it is invoke automatically at the time of object creation. The main purpose of constructor is used to initialise the data member of new object

Inheritance allows us to create new classes that reuse extend and modify the property defined in another class using base class and child class types of inheritance single inheritance multilevel inheritance multiple inheritance and hierarchical inheritance

Polymorphism means many forms in other word one name with multiple functionalities.

Delegate is pointer to a function