2.What is OOPs?

OOP stands for Object-Oriented Programming.

Procedural programming is about writing procedures or functions that perform operations on the data, while object-oriented programming is about creating objects that contain both data and functions.

OOP is faster and easier to execute

OOP provides a clear structure for the programs

OOP helps to keep the C++ code DRY "Don't Repeat Yourself", and makes the code easier to maintain, modify and debug

OOP makes it possible to create full reusable applications with less code and shorter development time.

There are some basic concepts that act as the building blocks of OOPs i.e.

1. Class

2.Objects

3.Encapsulation

4.Abstraction

5.Polymorphism

6.Inheritance

Q3. What is different between pop and opps?

procedure-oriented programming:-

Large programs are divided into smaller programs known as functions.

Most of the functions share global data.

Data move openly around the system from function to function.

Functions change the value of data at any time from any place. (Functions transform data from one form to another.)

It uses top-down approach in program design.

Drawback:-

In POP, global data can be accessed & changed by any procedure (function) so there is no data security. In case if we want to change type of data of global data, then we also need to resolve all functions that access the data. Due to this it may happened that some errors will occurs

POP does not model real world problems because functions are action oriented

Object Oriented Programming:-

Emphasis is on data rather than procedure (function).

Programs are divided into objects.

Functions that operate on the data of an object are ties together in the data structure.

Data is hidden and cannot be accessed by external function.

Objects may communicate with each other through function.

New data and functions can be easily added whenever necessary.

Follows bottom up approach in program design