**Question 1:**

Define Object Oriented Programming Language?

Answer: It is programming style which associate with the concept of classes and objects and various other concepts like Inheritance, Abstraction, Polymorphism, and Encapsulation etc.

**Question 2:**

List down the Benefits of OOP?

Answer: OOP has many benefits some are listed below:

* Inheritance (Facilitate code reusability)
* Abstraction (Provide Hidden layer from outside world)
* Encapsulation(Hide details from external world)
* Polymorphism(Runtime behavior)

**Question 3:**

Differentiate between function and method?

Answer: Function is free stand outside of class but inside of class is called method.

**Question 4:**

Define the following terms:

1. Class

2. Object

3. Attribute

4. Behavior

1. Class: Class is a blueprint or template to keep information in standardize format.

2. Object: Object is an instance of a particular class. A class has many objects.

3. Attribute: Attribute provides additional information about class.

4. Behavior: A class's behavior determines how an instance of that class operates; for example, how it will "react".