

## UNIT – II OBJECT, CLASS INTERFACES AND PACKAGES

- ❖ Object-class-constructor
- ❖ benefits of OOPS and concepts of OOPS
- ❖ Inheritance
- ❖ Polymorphism
- ❖ Abstract Class
- ❖ Overriding and Overloading
- ❖ Interface: Implementation of interface-extending interface
- ❖ Inner Class
- ❖ **Static and dynamic binding**
- ❖ **Package: package as access protection**
- ❖ **Class path setting- import packages**

## CLASS

- ❖ A class is a **blueprint or prototype** from which objects are created.
- ❖ The entire set of data and code of an **object can be made of a user defined data type** with the help of a class.
- ❖ Class is data type of objects.
- ❖ We can **create any number of objects** for the same class.
- ❖ Class tells the **object's state and behavior**.
- ❖ Basically, class tells what the object should have.