

# OOP CONCEPT

NGUYENKELVIN

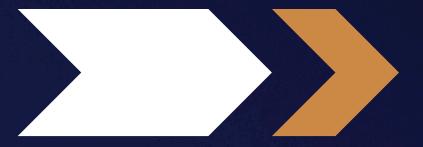




# CLASS



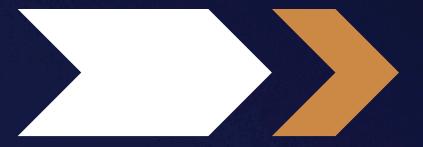
- User-defined datatype which is having its own member function.
- Accessible by building instance by its own class.
- It is a blueprint for an object
- Example: Books



# ACCESS MODIFIERS



- **Public:** Members declared under class are accessible throughout the program.
- **Private:** Not accessible by function or method outside the class.
- **Protected:** accessible by derived classes.



# CONSTRUCTORS



- It is a special type of method which is used to initialize an object of a class.
- Constructor name must be same as class name.
- It does not have any return type.
- It must be public.
- Types of Constructor: Default and Parameterized Constructor



# OBJECT



- It is a real world entity having attributes and behavior.
- It is an instance of class.
- Example: "1984" by George Orwell, published 1949



## PRINCIPLES OF OOP



- Encapsulation
- Abstraction
- Inheritance
- Polymorphism



**THANKS  
FOR WATCHING**

**NGUYENKELVIN**