# OOPS CONCEPT IN REAL LIFE







# **Object-oriented Programming**

Object -Instance of Class

Class -Blueprint of Object

**Encapsulation** -Protecting our Data

Polymorphism - Different behaviors in different instances

**Abstraction** -Hiding our irrelevant Data

Inheritance -One property of the object is acquiring

another property of an object



# Class & Object

# Object





# Car class



Color Weight Speed Model

startCar()
changeGear()
slowDown()
brake()

#### **Data members**

Common features

#### method

Common functionalities





# **Encapsulation**



School bag can keep your book, pen, erasers, lunch box so on ...



# **Polymorphism**





### **Abstraction**

Check balance

Withdrawal cash



Deposit cash

Print bill

Even though it performs a lot of actions it doesn't show us the process. It has hidden its process by showing only the main things like getting inputs and giving the output.





# **Inheritance**



**Mom and Daughter** 

Some properties of mom inherits by her daughter

