**OBJECT ORIENTED PROGRAMMING SYSTEM**

**CONCEPTS LEARNED**

1. Inheritance.
2. Types.
3. Interface and its implementation.
4. Seperability of variables.

## **INHERITANCE**

1. Used for inheriting all the members and functions of parent class.
2. Keyword used is “extends”.

### **TYPES**

1. SINGLE: Single child class inherits the property of a single parent class.
2. MULTILEVEL: A child class extends a parent class and the child class is a parent for another child class.
3. HIERARCHICAL: Many child class inherits the property of a single parent class.
4. MULTIPLE : Not supported. Can be achieved using interface.
5. HYBRID: combination of any of the above two interfaces and finally makes use of multiple inheritance which can be achieved using interface.

## **INTERFACE**

Abstract class that have methods and variables,but all the methods will be unimplemented or in other words only method declaration is allowed.

### **IMPLEMENTING INTERFACE**

Class uses an “implement” keyword to implement an interface.Once a class implements an interface it should have the method definition of all the unimplemented method in interface.

## **ACCESSING CONSTANTS FROM A SEPARATE CLASS**

Declare the constants as public use Class\_name.constant for accessing.

**OOPS STRUCTURE SOLUTION**

<https://github.com/M-Abishaik/Zterns/tree/master/oops>