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In [ ]: 1.explain class and object with respect to oops .give a suitable eg.
->a class is considered as user defined blueprint from which objects are created .
    an object is an instance of of a class
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In [ ]: eg.suppose bike is a class that we can create objects like bike1,bike2,etc from the
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In [ ]: 2.
->1_inheritance,2_polymorphism,3_encapsulation,4_abstraction
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In [ ]: 3.
->it is a constructor which get called when you make an instance of the class (obje
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In [ ]: 4.why self is used in oops?
->the self keyword is used to represent an instance (object) of the given class
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In [ ]: 5.what is inheritance ?give an example for each type of inheritance
->inheritance allows us to define a class that inherits all method and properties f
    parent class/base class-class being inherited from
    child class/derived class-class that inherits from another class
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eg. single inheritance
    class class1:                #parent_class
        pass
    class class2(class1)        #child class
        pass

obj_name=class2()

eg.multiple inheritance
    class parent_1:
        pass
    class parent_2:
        pass
    class child (parent_1,parent_2):
        pass
    obj=child()

eg.multilevel inheritance
    class A:
        pass
    class B(A):
        pass
    class c(B):
        pass
    obj=c()
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