# **Object Oriented Programming**

The main objective of learning object oriented programming is developing user defined data types.

Object oriented programming is a paradigm which defines set of rules and regulations for developing user defined data types.

### **Object oriented concepts**

- 1. Encapsulation
- 2. Polymorphism
- 3. Inheritance
- 4. Abstraction
- 5. Class
- 6. Object

Every data type in python is class and data is represented as objects.

#### What is object?

Object is an instance of class.

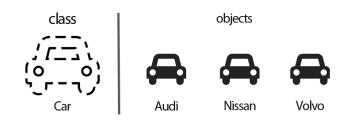
Every object behind there is a class.

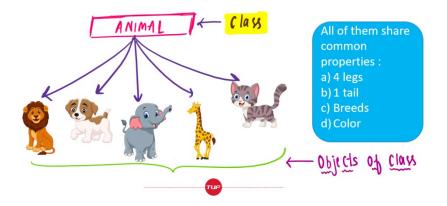
Class is used for creating object.

Object required space with main memory (RAM). This space is created by class.

Every object is having two characteristics.

- 1. Properties
- 2. Behavior





Properties define the state/data of the object. Behavior defines the functionality of the object.

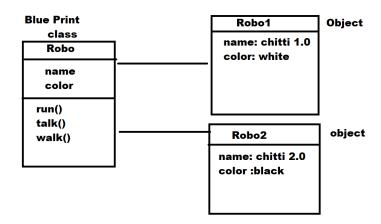
#### **Class**

In object oriented programming class represents data type. Class is a blue print of object

Class defines the structure of object

Class is encapsulated with properties and behavior of object.

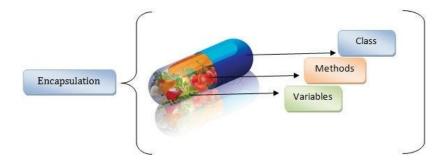
Class is a collection of variables and methods/functions.



#### **Encapsulation**

Encapsulation is process of grouping properties and behavior of object within single entity called class.

Binding data with related operations is called encapsulation.

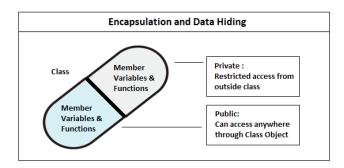


# Advantage of encapsulation

- 1. Data Hiding
- 2. Binding

### **Data Hiding**

Preventing data access from unrelated operations is called data hiding. This allows developing secured applications.



# **Binding**

Linking variables and function is called binding.

## Syntax of class:

class <data-type-name>/<class-name>:
variables
methods

variables defines the properties of object. methods defines the functionality of object.

# The variables declared inside class are two types

- 1. Instance variables/Object level variables
- 2. Class variables

# The methods defined inside class are 3 types

- 1. Instance method
- 2. Class method
- 3. Static method

Note: Writing class is nothing but creating data type.