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| what is an Object? |
|  | Everything around us is an object for example keyboard, mouse, glass, etc. |
|  | Objects can be defined based on how they look and how they behave. Objects in computer programming are also |
|  | very similar. They have state(which helps us define how that object looks like) and behaviours (what that object |
|  | does) |
|  | What is class: |
|  | Class is blueprint/design/template from which we create the objects. |
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|  | Object oriented programming: |
|  | Is just a way of writing programs. |
|  | Why we should learn OOP? |
|  | 1)It simplify the development of large programs. |
|  | 2)It will also help us maintain and modify the existing code. |
|  | 3)It helps use write more secure code |
|  | 4)It helps us avoid duplicate code. |
|  | What is the syntax? |