Object Oriented Programming - Structured / Procedural

Class - is a collection, Blue print - common of properties and behaviour - unaffected

class is called user defined datatype

Object - new keyword - an individual representative of class but has its own value

Template - Ganesha dolls - mould- clay / paper mash / plaster of Paris

Inheritence        - a class to inherit the features of another class

Polymorphism   - multiple methods with the same name

Encapsulation    - sister concepts - conceal the information - package

Data Abstraction              - right information to the right person

Abstract class and Interfaces

Constructor and Destructor

Class - Access Specifier

Method - action - call it - functions -

access Specifier returnType                         Name(){}

public                    void                       Display(){}

ClassName ObjectName = new ClassName();

return type  - is the datatype of the resultant value

Reusablity

Process - running instance of a program

Polymorphism - generic activity - takes different forms

Truck

Carry vegetables - Vegetable Truck

Bricks - Bricks Truck

Islands Ground - People carrier

Method = loaded - OverLoading

Same name for the method

Difference

No of arguments

Datatype of arguments

order of precendence of arguments

Difference in return type alone is not polymorphism

Inheritence

Parent class - base class

Child class - derived class or sub class

No multiple Inheritance  - MultiLevel Inheritance

can create object for the base class using the derived class the reverse is not possible.

Overriding - base, Override, virtual

Data Abstraction and Encapsulation - access specifier - Public, Protected - inherit, Private

Internal - VisualStudio - Project - collection of class files - Package in Java

Param Array - array as an argument

Argument vs Parameter?

call / invoke a method - pass the value - argument

declare a method along with the datattype - parameter

Out Parameter - is used to get the output from a method.

Parameter - value type , ref type

Value type - means the value

Reference type - means the memory location - ref