

Encapsulation

- The mechanism of restricting access to some of an object's components and preventing unauthorized parties from modifying internal state.
- You can do this by declaring variables of a class as private.
- To access them you need accessor (setter) and mutator (getter).

Benefits

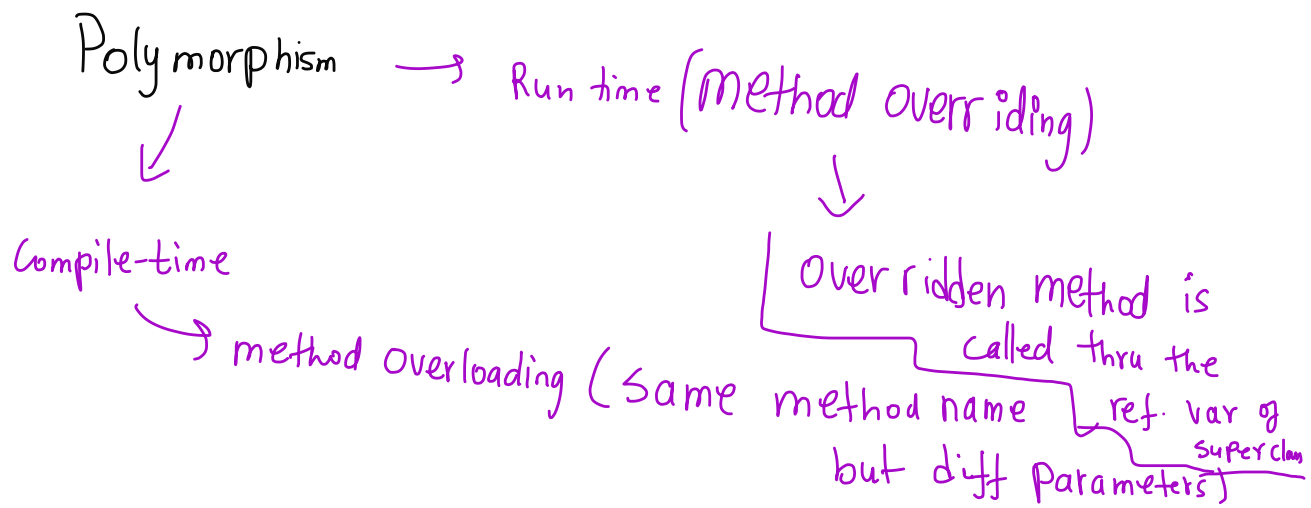
- * Control over data
- * Increase security
- * Ability to change one part of the code without affecting other parts.

Poly morphism

→ The ability of an object to take on many forms.

→ Allows method to do different things based on the objects

it is acting on.



Benefits

* Flexibility and resuability of code

* Ability to define one interface and have multiple implementation.

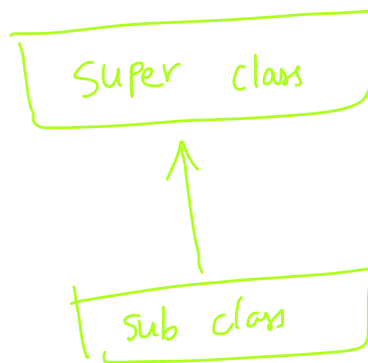
Keyword: Extend.

3. Inheritance

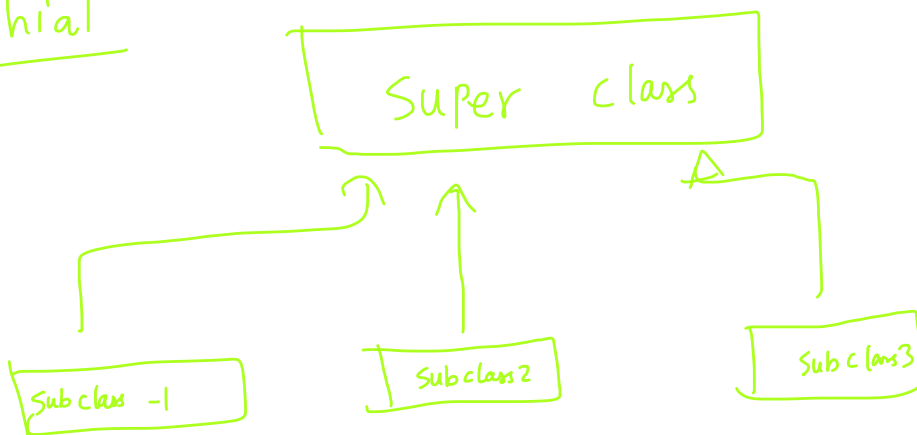
mechanism where in a new class is derived from existing class.
↓
subclass / child class.
↓
base class / parent class.

Types of Inheritance

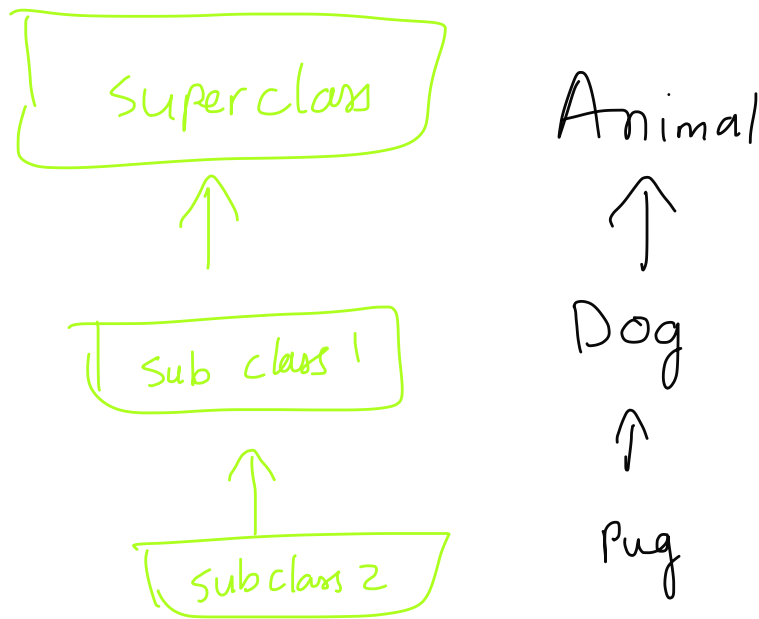
* Single



Hierarchical



multiLevel



4. Abstraction

* declared with word abstract.

* may or may not include abstract method

Abstract interfaces is used to group related methods with empty bodies.

