Object Oriented Programming

Object Oriented Programming:

Object-oriented programming (OOP) is a style of programming characterized by the identification of classes of objects closely linked with the methods (functions) with which they are associated.

Object-oriented programming is a programming paradigm based on the concept of objects, which can contain data and code: data in the form of fields, and code in the form of procedures. In OOP, computer programs are designed by making them out of objects that interact with one another.

Classes and Objects:

Objects are the entities in the real world.

An object is a component of a program that knows how to perform certain actions and how to interact with other elements of the program. Objects are the basic units of object-oriented programming. A simple example of an object would be a person. Logically, you would expect a person to have a name.

Class is like a blueprint of these entiites.

In object-oriented programming, a class is a blueprint for creating objects (a particular data structure), providing initial values for state (member variables or attributes), and implementations of behavior (member functions or methods). The user-defined objects are created using the class keyword.