Assignment # 6

Question 1:

Define Object Oriented Programming Language?

Answer 1:

It is the language in which we create object of the class, object has data and methods and its attributes define in class.

Question 2:

List down the Benefits of OOP?

Answer 2:

Benefits of OOP are defined below:

- Works on four principles: Abstraction, inheritance, encapsulation, polymorphism.
- Clear modular structure for programs
- Reuse of code

Question 3:

Differentiate between function and method?

FUNCTIONS	METHODS
1-It is defined in procedural or structural programming. 2-It does not have any reference variable. 3-They have independent existence i.e they can be describe outside of the class.	1-It is defined in object-oriented programming. 2-It has reference variable. 3-They do not have independent existence i.e they must be defined with in the class.

Question 4:

Define the following terms:

CLASS: It is defined as blueprint for creating an object in which we define attributes and fields of respected object.

OBJECT: It is defined as instance of particular class in which procedures and data are defined.

Attribute: It defines the property of an object, element or file.

Behavior: It defines how an instance of the class operates.

Question 5:

```
class Car {

int model;
string name;
var brake:

}

{void brake();

void speed();

void accelerate();

}

{

Car FX= new car();

Car ALTO= new car();

Car Cultux= new car();

Car corolla= new car();

Car city= new car();

}

}

}
```