



<https://github.com/sampradan-labs/RandomNotesForPax>

<https://inspireinnovativelearning.blogspot.com/2022/09/approach-for-students-learners-of-new.html>

Reading Material

1. Class Inheritance

https://www.w3schools.com/cs/cs_inheritance.php

2. Interfaces

https://www.w3schools.com/cs/cs_interface.php

3. Abstract Class

https://www.w3schools.com/cs/cs_abstract.php

4. Virtual keyword with override

https://www.w3schools.com/cs/cs_polymorphism.php

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Tip for interviews / mcqs:

Overloading is known as Compile-Time polymorphism as even before you run your application, the compiler knows how many overloads for your method exist.

Overriding is known as Run-Time Polymorphism as only at run time we can know if the base class or derived class method will execute.

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The four pillars of OOPs

1. Inheritance

2. Encapsulation: Using public, private, protected, internal keywords so that you can share classes with other projects or not.

3. Abstraction: Using abstract keyword, using Interfaces

4. Polymorphism: Overriding methods