

OOPS CONCEPT IN REAL LIFE



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Object-oriented programming

- Object –Instance of Class
- Class –Blue print of Object
- Encapsulation –Protecting our Data
- Polymorphism –Different behaviors at different instances
- Abstraction –Hiding our irrelevant Data
- Inheritance –One property of object is acquiring to another property of object

object
minicooper



Car
class

Color
Weight
Speed
Model

Data members_(Attributes)

Common features

startCar()
changeGear()
slowDown()
brake()

method

Common functionalities

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Polymorphism

In school
behave like a student

In home
behave like a son



In bus
behave like a
passenger

CGDEAVIR
In shopping mall
behave like a customer

Abstraction

ATM machine

Check balance

Withdraw cash

Deposit cash

Print bill



CODEAVIAL

**Even though it performs a lot of actions
it doesn't show us the process**

**It has hidden its process by showing only the main things
like getting inputs and giving the output.**

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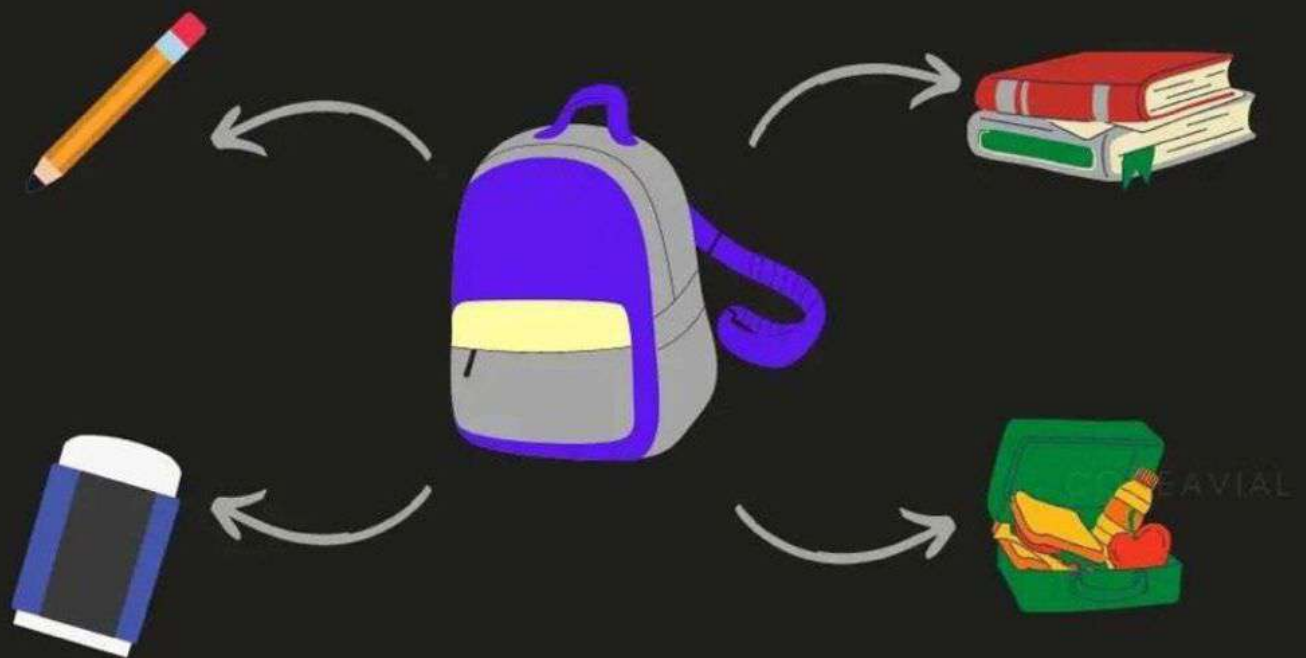
Inheritance

Mom and daughter

Some properties of mom
inherits by her daughter



Encapsulation



School bag can keep our book,
pen, erasers, sharpner so on..

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