

OOPS CONCEPT IN REAL LIFE



Share, giving it value

>>Swipe

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

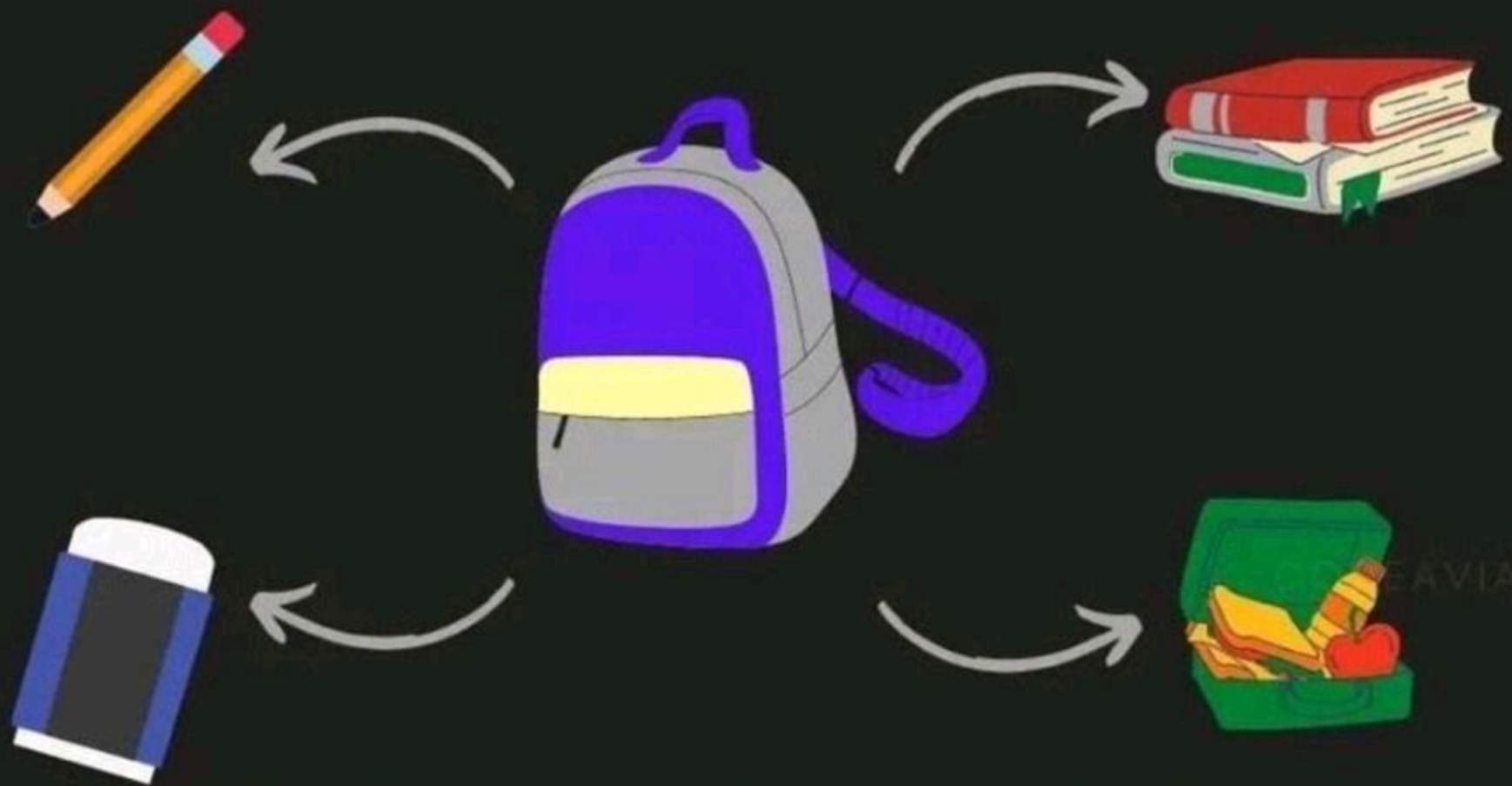
Color
Weight
Speed
Model

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

Data members_(Attributes)
Common features

method
Common functionalities

Encapsulation



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

Polymorphism

In school
behave like a student

In home
behave like a son



In bus
behave like a
passenger

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.

Inheritance

Mom and daughter

Some properties of mom
inherits by her daughter

