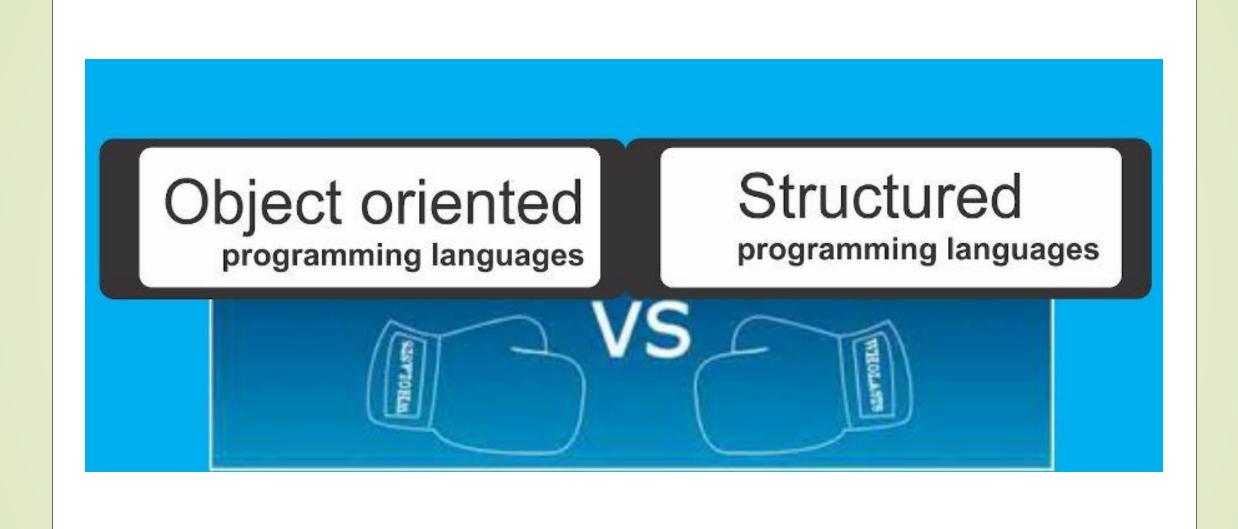
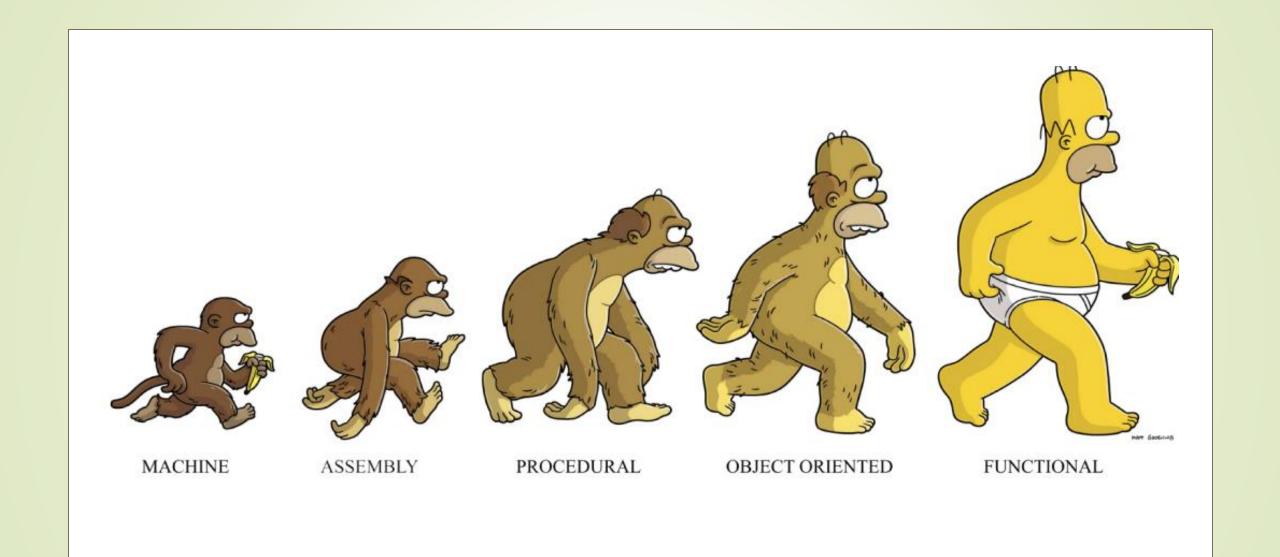
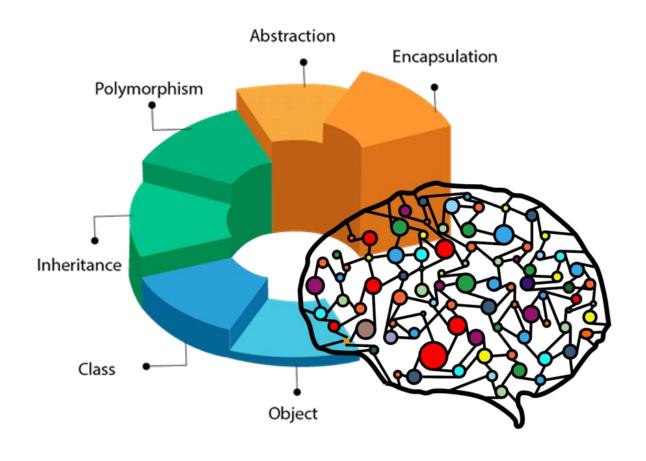
object oriented programming & Blockchain

Ramkumar S





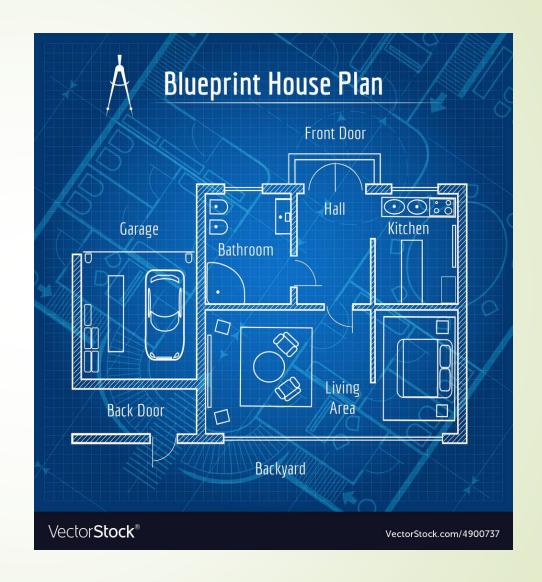
OOPs (Object-Oriented Programming System)

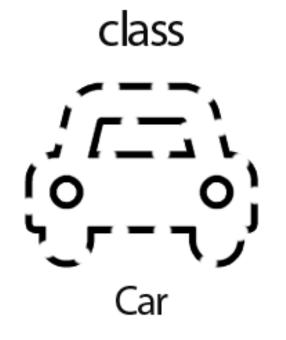


Object Any entity that has state and behavior is known as an object.



Class
Collection of objects is called class.





objects



Audi



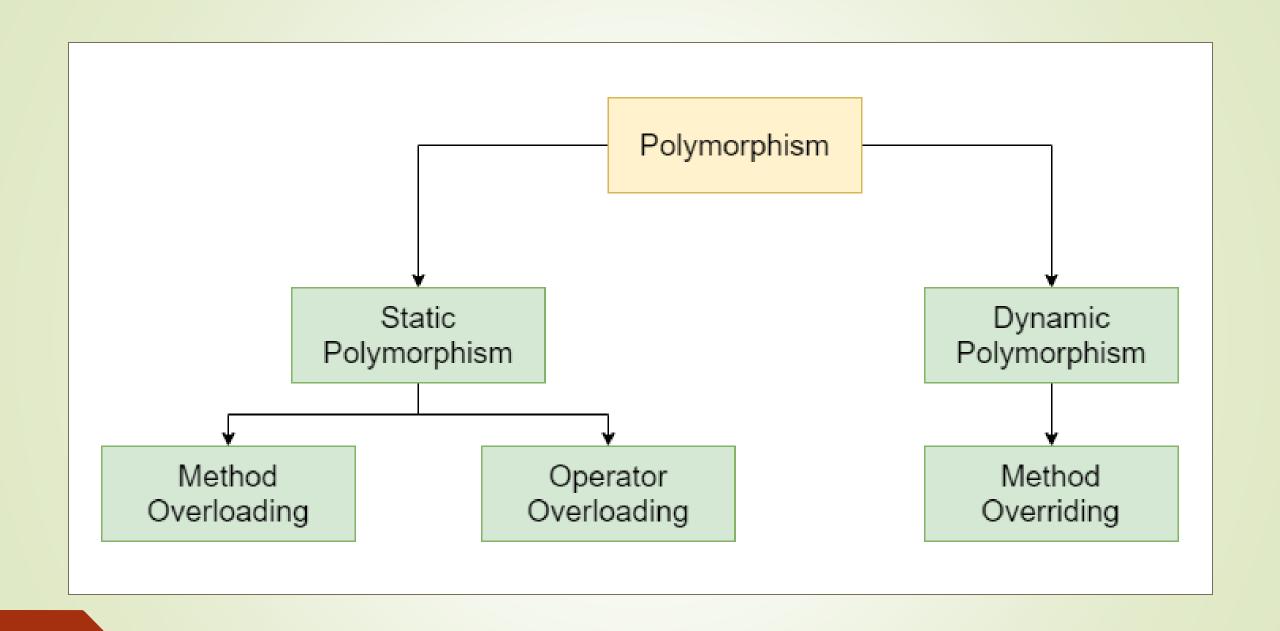
Nissan



Volvo

Polymorphism

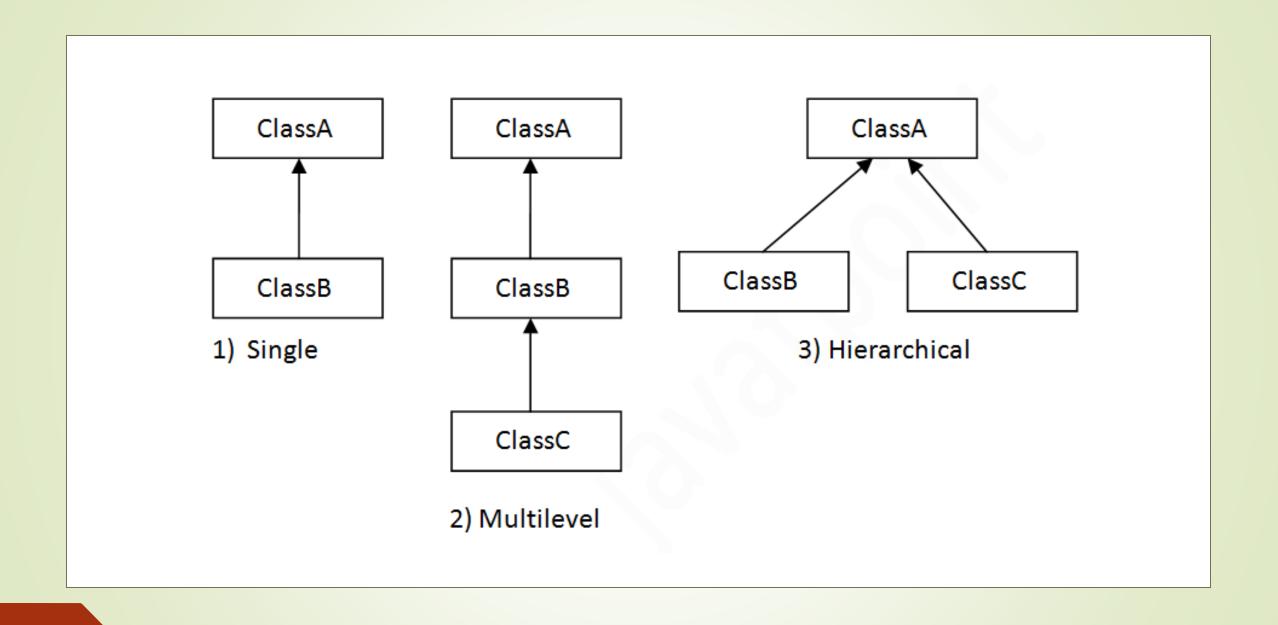
If one task is performed in different ways, it is known as polymorphism.

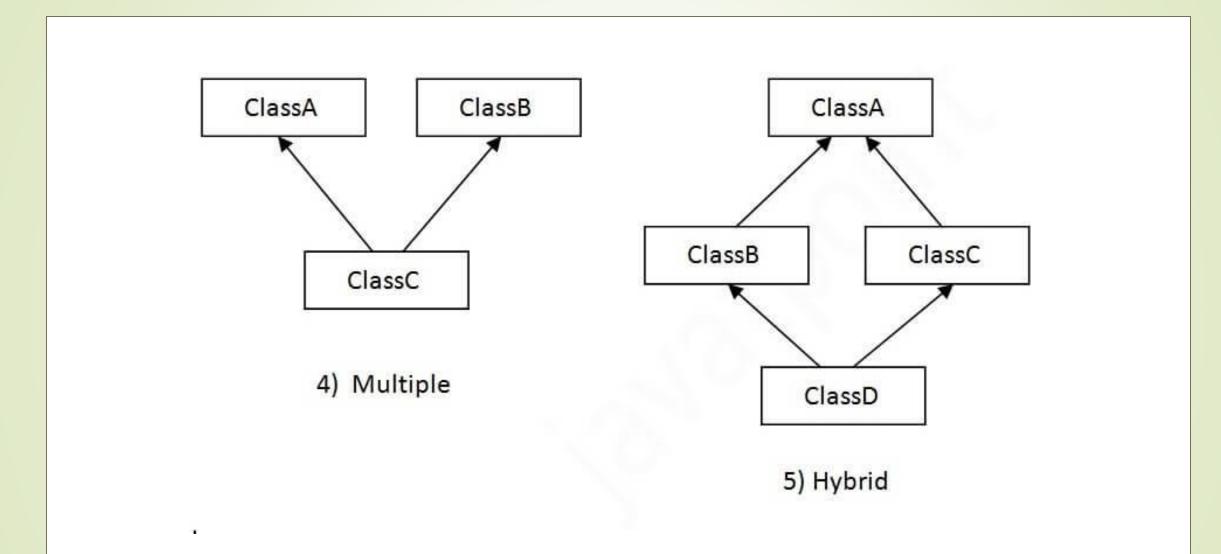


Inheritance

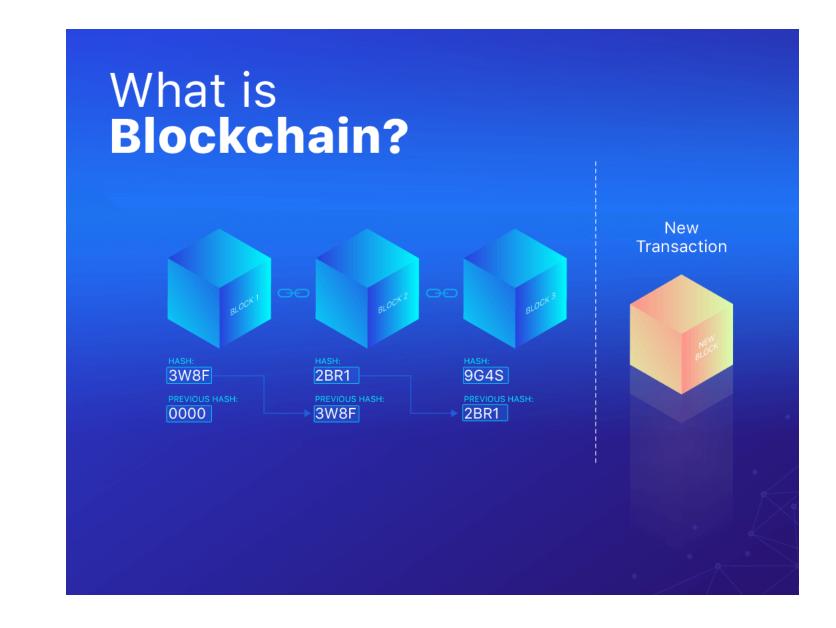
When one object acquires all the properties and behaviors of a parent object, it is known as inheritance.

It provides code reusability









Blockchain

A blockchain is a constantly growing ledger which keeps a permanent record of all the transactions



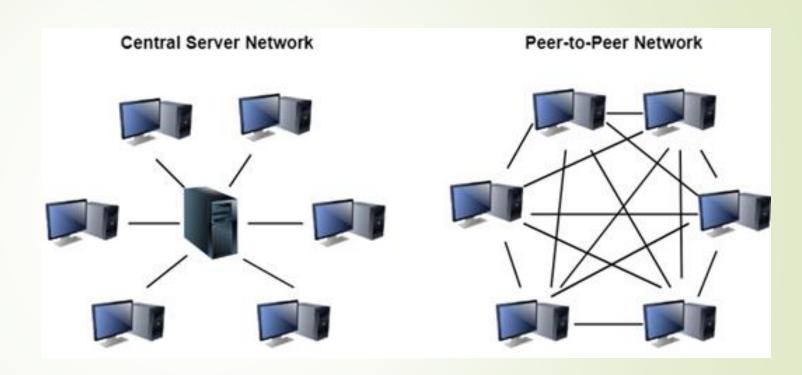
What is Bitcoin?

INTRODUCTION

Satoshi Nakamoto introdu ced the bitcoin in the year 2008. Bitcoin is a cryptocurrency (virtual currency)

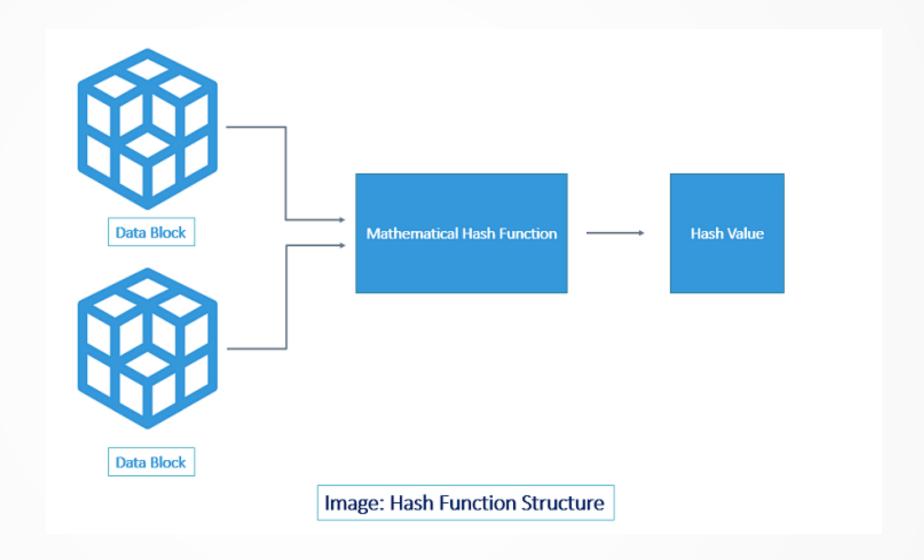


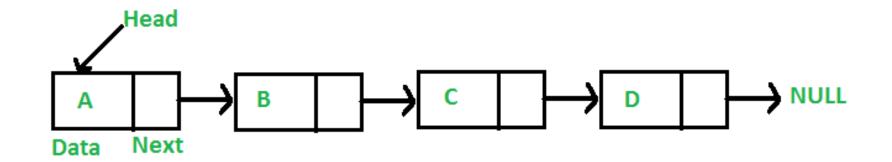
Satoshi Nakamoto





HASHING





BLOCKCHAIN WORKS!!!

