

Day 13. Object oriented Programming.

OOPS is a programming paradigm that uses objects and classes to structure code in a modular and reusable way. It helps in organizing code by bundling attributes (data) and behaviours (methods) into objects.

Key OOP Concept:

1. Class & Objects
2. Encapsulation
3. Abstraction
4. Inheritance
5. Polymorphism.

Defn: A class is a blueprint for creating objects. It defines attributes (variables) and methods (functions). An object is an instance of a class.