**OOPS Concept:**

1.Object:

It is a real world entity.It has a state and behaviour is known as object.

Ex.Dog is a object it has states like color ,name and behaviour like tail,barking,eating etc

2.Class:

Collection of objects is called class. It is a logical entity. It has a no of objects and methods.

3.Abstarction:

Hiding internal details and showing only its functionality is known as abstraction.

Ex. Remote

4.Encapsulation:

Binding or wrapping code and data together into a single unit are known as Encapsulation.

Ex. Capsule

5.Polymorphism:

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

Ex.Teacher,Students

6.Inheritance:

Deriving a new class from existing class.When one object acquires the properties & behaviour of parent object it is known as inheritance.

Ex.Company And Employee relationship.