

5th July 2025 (Saturday)

Today's two-hour class emphasized Object-Oriented Programming (OOP) principles, crucial for building structured Android applications. The instructor began by explaining concepts like classes, objects, and constructors using relatable real-world examples such as a "Student" class with attributes and behaviors. After that, we learned how to create multiple objects of the same class and invoke methods from them. During the second hour, we explored encapsulation and inheritance, where we wrote Java programs demonstrating how data can be hidden using private variables and accessed through public methods. The mentor demonstrated inheritance through a simple "Teacher" and "SubjectTeacher" class relationship, reinforcing how code reusability enhances scalability. I practiced coding the same on my system, encountering and fixing syntax errors. The two hours ended with a question-and-answer session that helped clear several conceptual doubts.