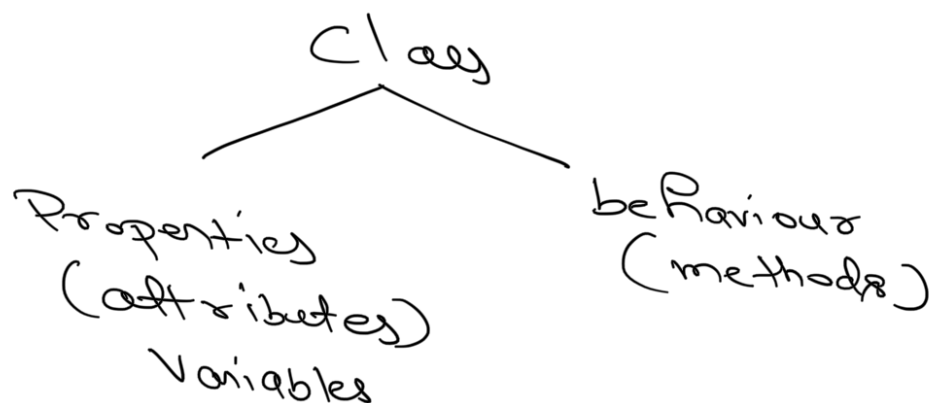
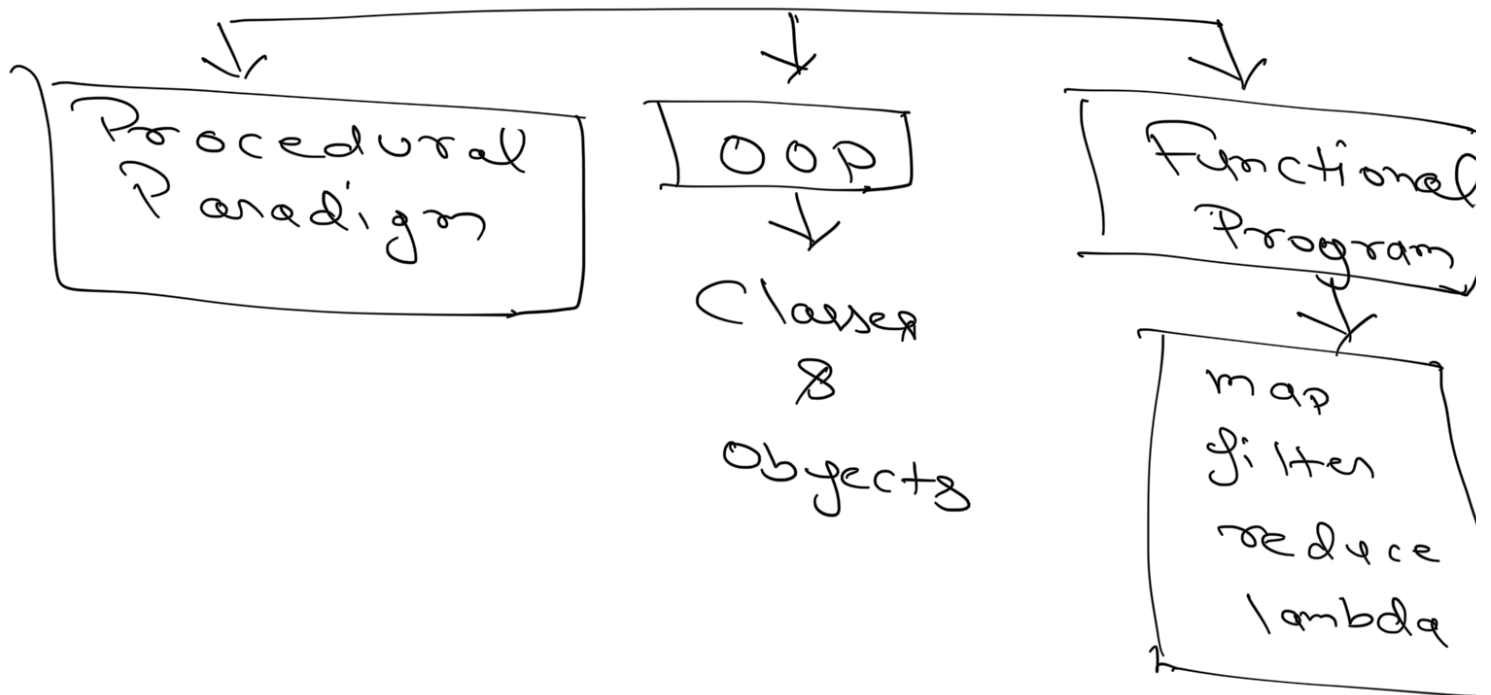
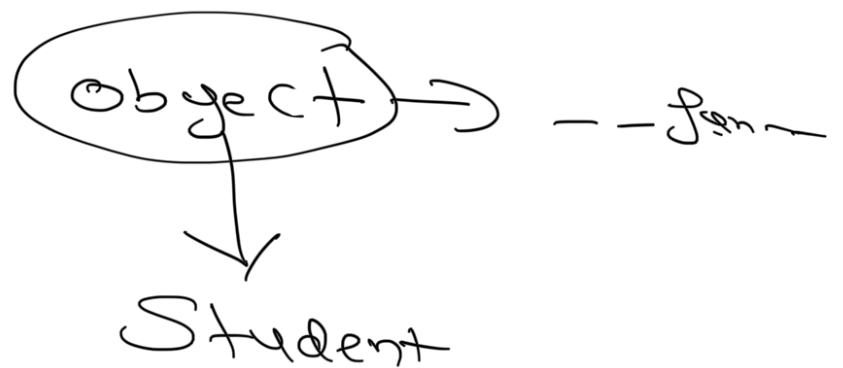
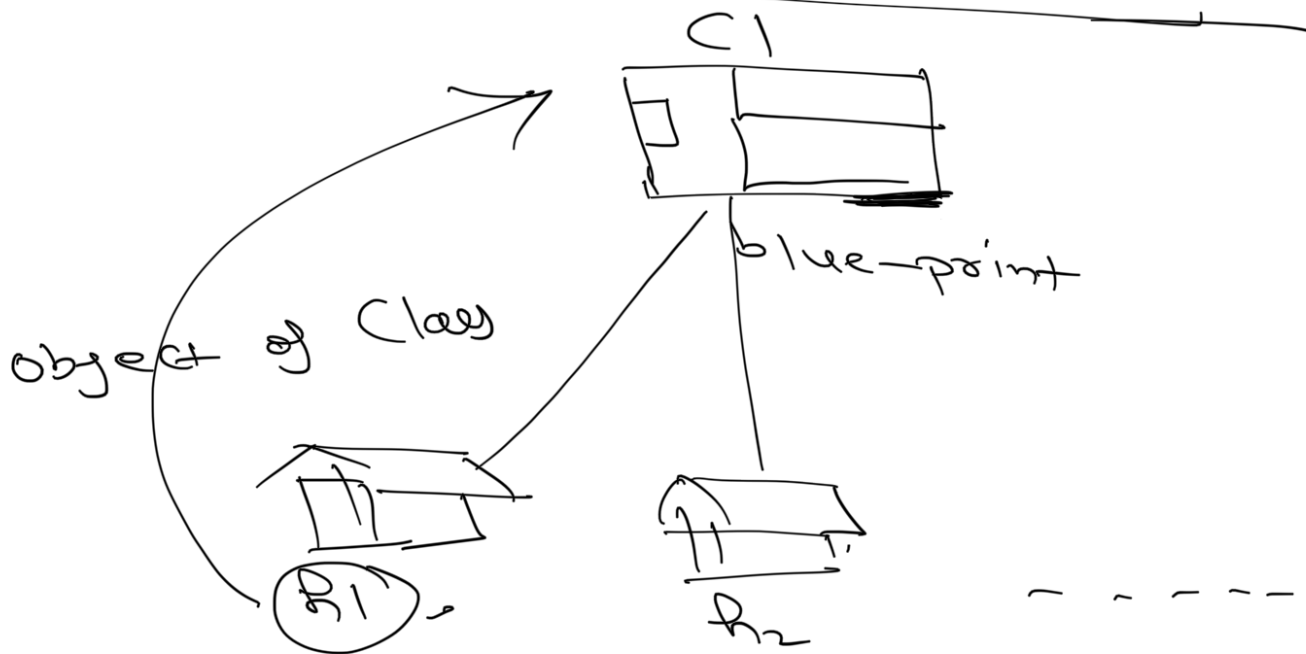


OOP (Object Oriented Programming)

Programming Paradigm



Class acts as a blueprint
to create object

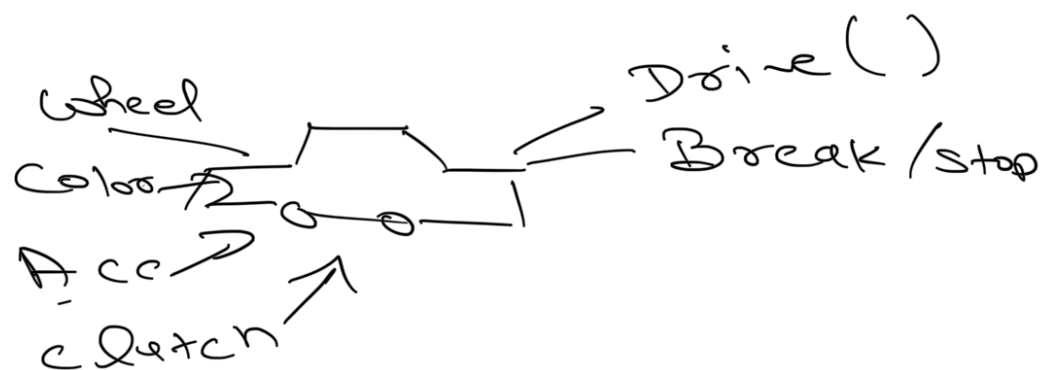


4 Pillars of OOP

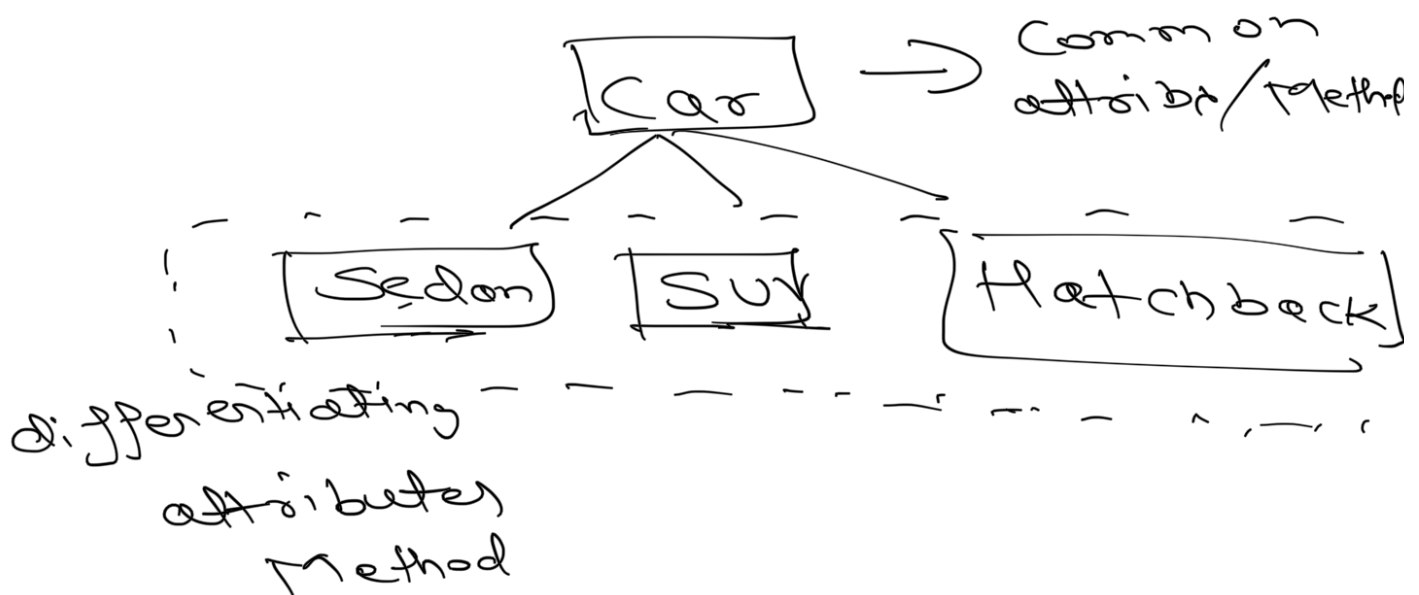
① Encapsulation
↳ Data

- packing into a single entity
- ↳ access specifier

② Abstraction
↳ hiding irrelevant details



③ Inheritance



④ Polymorphism:

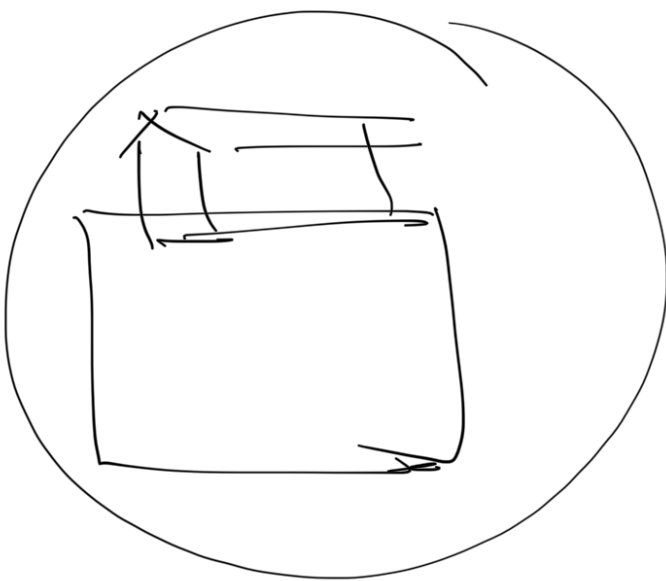
a single entity in different

behaviour

init :- initialize instance
vars while creating
object

Constructor: It creates
the object and
initialize instance
vars

Constructor



initializer

