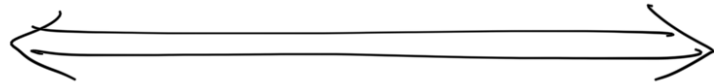


OOP : Part 2



Pillars of OOP :

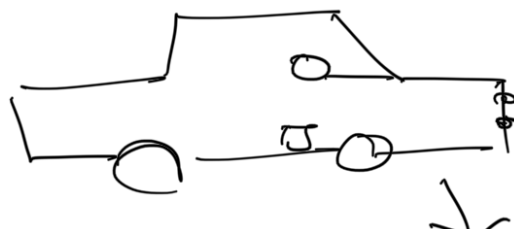
① Encapsulation :

Packing attributes and Methods into a Single Entity.

↳ Class
↳ Access Specifiers

② Abstraction

← Usability of Methods without knowing the implementation



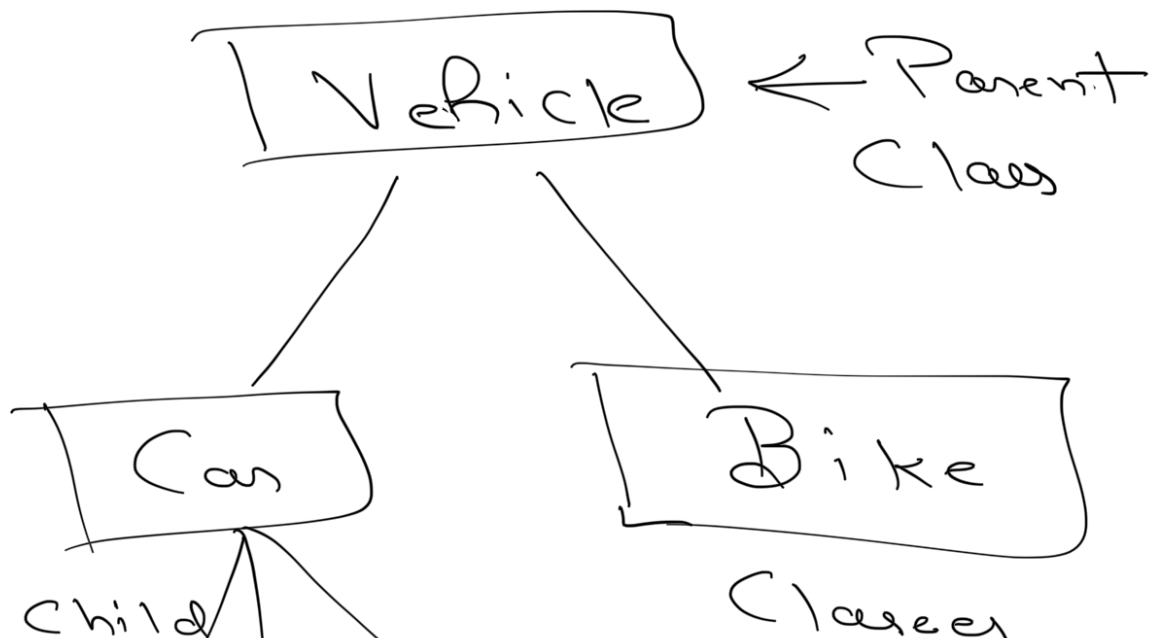
→
Driving

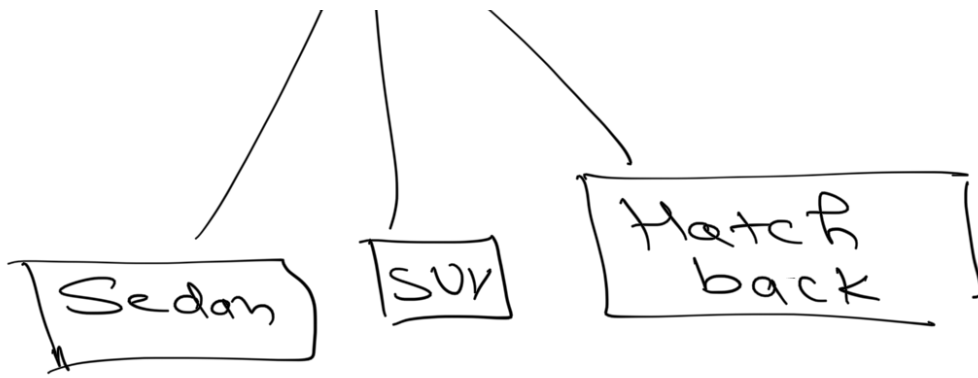
⇒ ③ Polymorphism

↳ Same entity
different
Behaviour

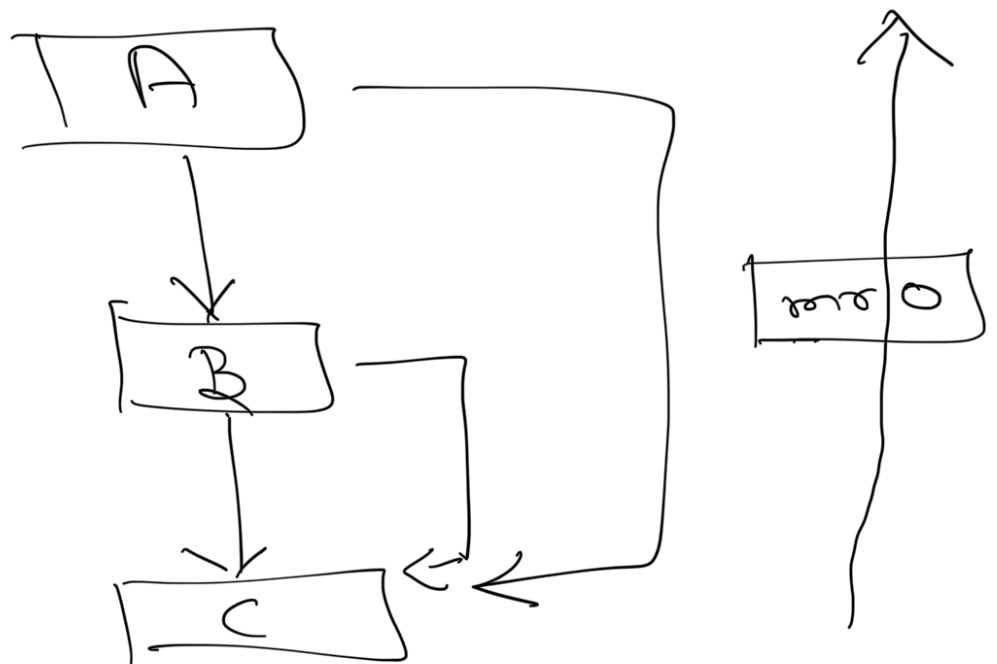
④ Inheritance:

↳ Object of One
Class can inherit
feature of another
Class



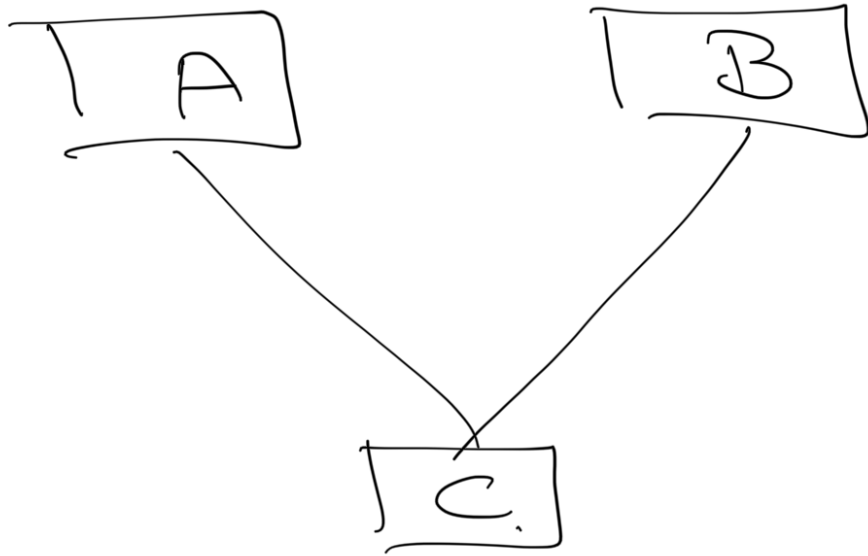


Multi-level Inheritance



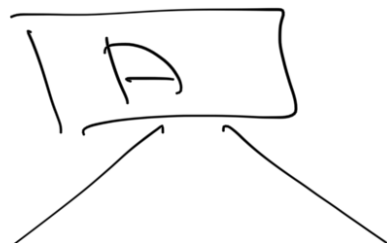
mro \rightarrow Method Resolution Order

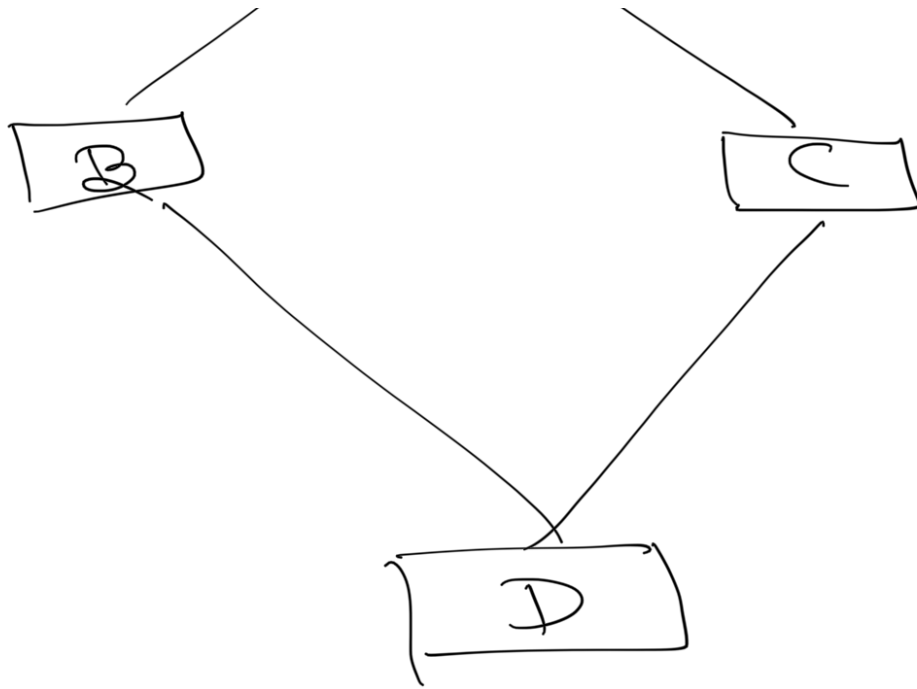
⇒ Multiple Inheritance



C (A, B)

Multi-level + Multiple



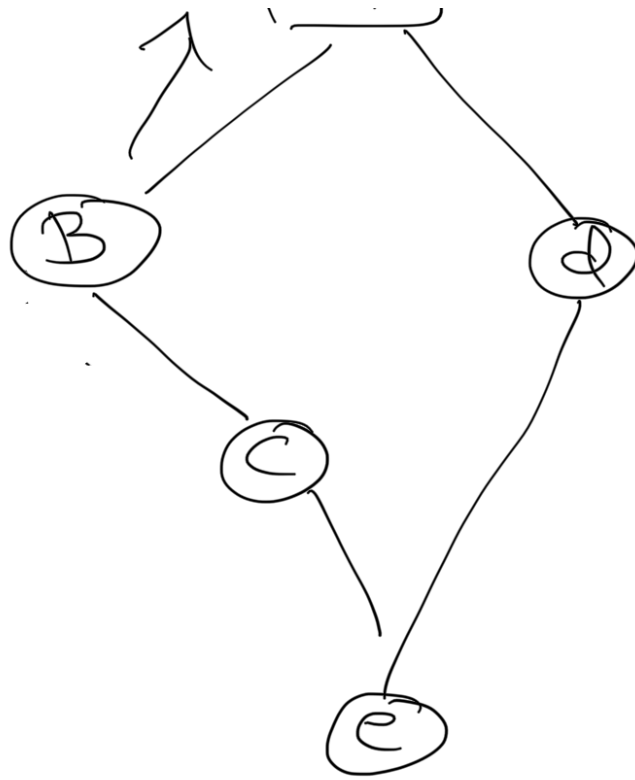


mr o \Rightarrow D B C A

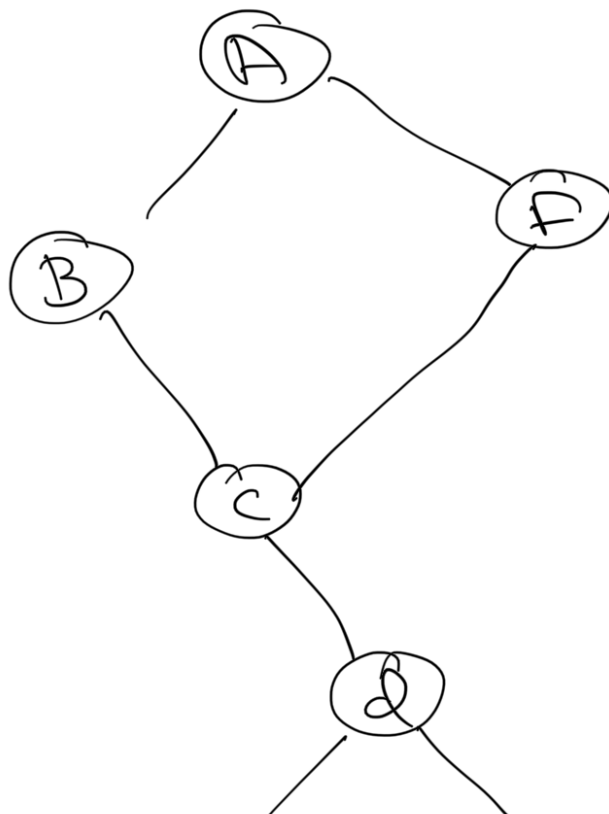
① Left to Right

② Goto a
 X Parent Only
 when all
 Childs are
 Considered

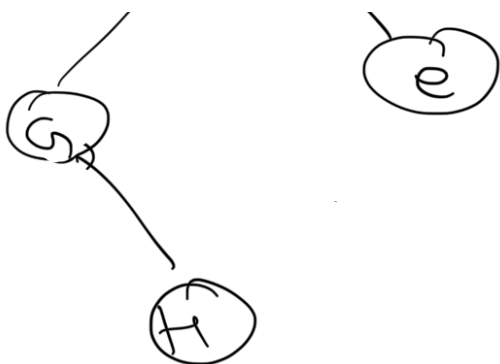
A



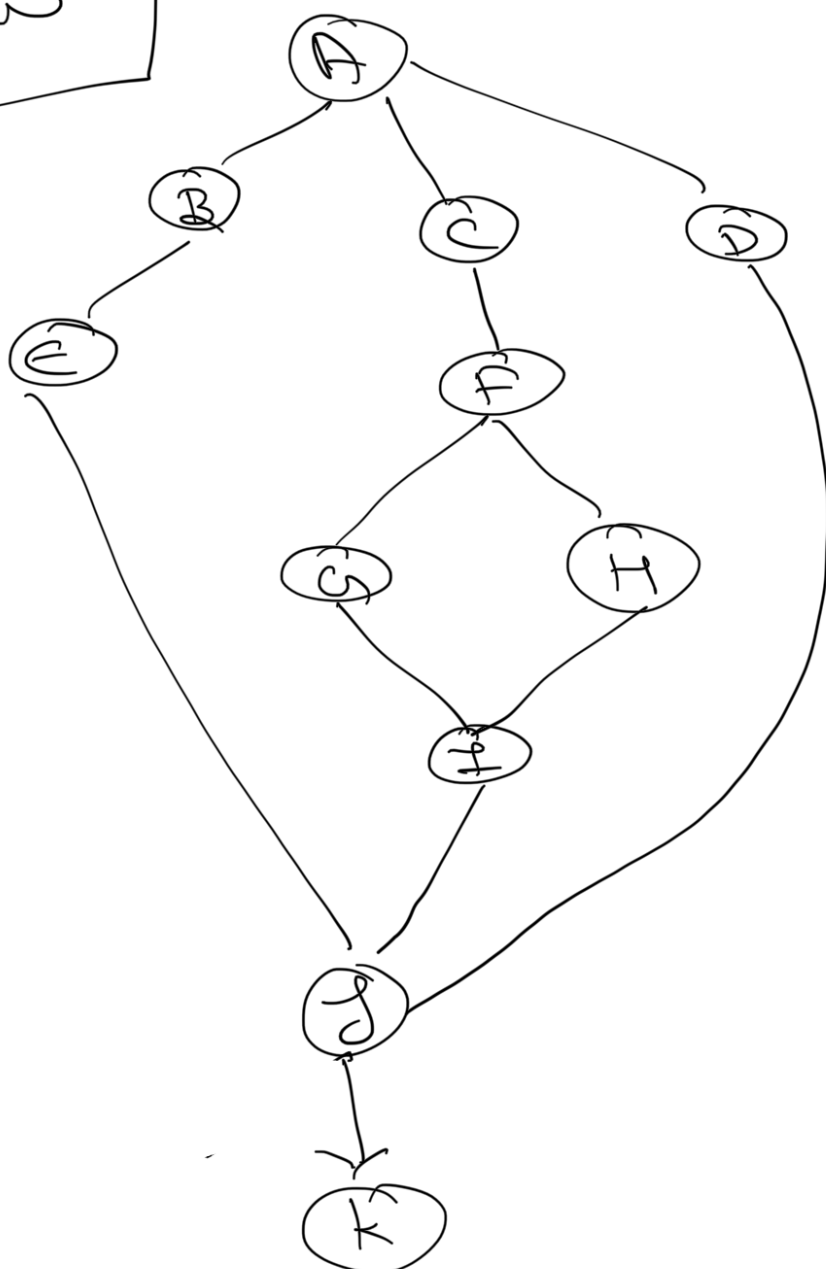
$M_{80} \Rightarrow e c b d A$



~~H~~ → G → D → C → B → F → A



H.W



① Static Method

② Abstract Class

