Roll No. - 015
Shakshee Adey

No.
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Object => object is something that has State, behavior, Identity, and Responsibility. is Known as object.

A] State => State is values given to Attribute.
State = attributes + values.

Attributes - Color, Speed
values - "Red", 100

B] Behavior => Behavior means. Responce gives to the outside world.

Car Behavior - Start(), brake(), turn().

C] Identity => Identity is the uniqueness Associated with an object.

4] Responsibility => Responsibility is the Role of an object.

Car Responsibility - To Start and Stop.

Examples =>

1) BankAccount =>
- State - acNumber. balance, actype.
- Behavior - deposite(), withdraw(), checkBalance()
- Identity - ac.id.
- Responsibility - to handle balance, transaction

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2) Book –
- State title, price, pages, Author
- Behavior open(), close(), read()
- Identity BookNo.
- Responsibility to Store and Show book information

3) Computer –
- State Storage, RAM, os,
- Behavior ShutDown(), runprogram()
- Identity Computerid.
- Responsibility to process and execute Commands.

4) House –
- State Address, Color, RoomNo.
- Behavior openDoor(), turnoflight(), lockDoor()
- Identity HouseNo.
- Responsibility to provide Safety.

5) person –
- State age, name, hight, weight
- Behavior eat(), sleep(), walk(), talk()
- Identity person aahharcard No.
- Responsibility to represent human

6) Airplane –
- State Speed, model, airline
- Behavior takeoff(), land(), changeDirection()
- Identity plane No.
- Responsibility to transport passenger

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7) Teacher -
- State name, subject, experience.
- Behavior teach(), assignHomework() checkAssig()
- Identity teacherid.
- Responsibility to educate Students.

8) Clock -
- State time, brand, battryLevel.
- Behavior showTime(), setTime(), alarm().
- Identity Clock product No.
- Responsibility to show time

9) chair -
- State Color, hight, material
- Behavior move(), Seat(),
- Identity product No.
- Responsibility to provide a place to Sit

10) Laptop -
- State brand, RAM, battrylevel.
- Behavior Start(), Shutdown() charg()
- Identity laptop version.
- Responsibility to perform Computing task

11) Calculator -
- State brand, lastResult
- Behavior add(), Subtract() devided()
- Identity Caculator brand
- Responsibility to perform Arithmatic operation

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2] Abstraction => Abstraction is a Selective ignorance, it means we are showing a important Necessary details and ignoring unnecessary Details.

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Example ⇒

b) object	Necessary	Ignored
1) TV	Remote, Screen, buttons	internal Circuits. Signal.
2) Camera	Button	lens focus.
3) lift	floor button and door	How cable pull the lift
4) ATM machine	Insert card, enter pin withdraw money	Verification, bank Netw. Comm
5) mobile phone	Call button, Camera app.	Network Signals. os process.
6) Tickets Vending machine.	Select destination, pay, get a tickets.	payment Verificatn printing process.
7) fan	Switch off, on.	motor wiring.
8) microwave oven	Start. timer. buttons.	heat machnism
9) printer.	print Button, take pages.	ink flow
10) AC	temperature control	Cooling gas System

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3] Encapsulation ⇒ encapsulation is a way of binding and hiding of State and behaviour.

2) Encapsulation is a way of binding and hiding of State and behavior.

3) Encapsulation is a way of binding and hiding of State and behavior.

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6) Encapsulation is a way of binding and hiding of State and behavior

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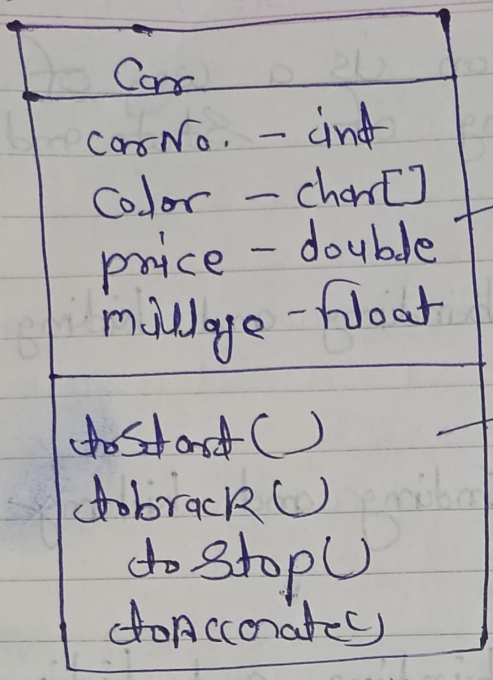
9) Encapsulation is a way of binding and hiding of State and behavior.

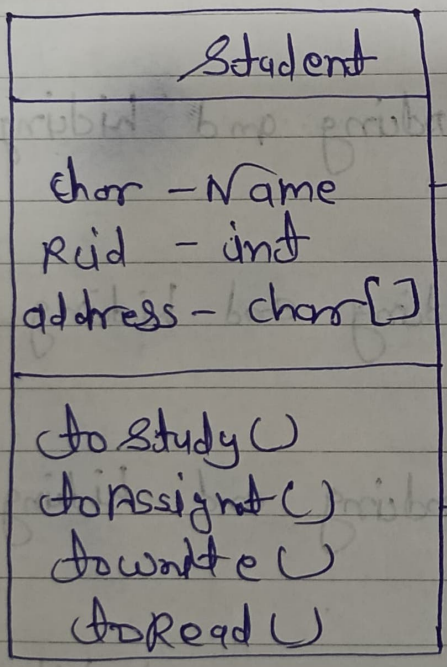
10) Encapsulation is a way of binding and hiding of State and behavior

Ex =>

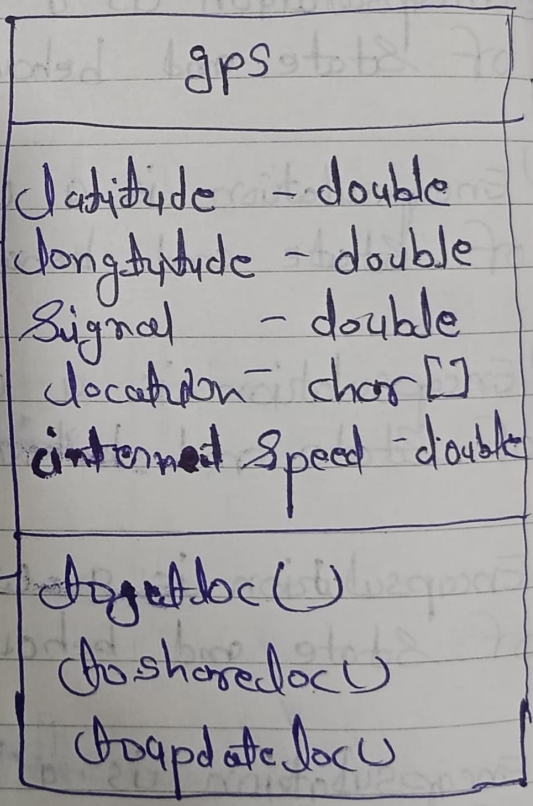
1)


Car
carNo. - int
Color - char[]
price - double
millage - float
toStart()
toBrack()
toStop()
toAccorate()
Attribute
Behavior

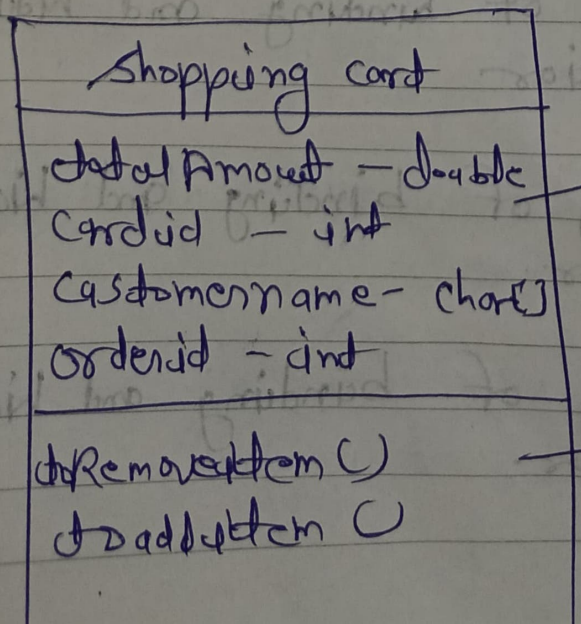
2)


Student
char - Name
Rid - int
address - char[]
toStudy()
toAssignt()
towrite()
toRead()
Attribute
Behavior

(3)


gps
latitude - double
longitude - double
Signal - double
location - char[]
internet Speed - double
toGetloc()
toshareloc()
toupdateloc()

4)


Shopping cart
totalAmount - double
Cardid - int
Customername - char[]
orderid - int
toRemoveItem()
toadditem()
Attribute
Behavior

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5) Fan

Speed - int
power - char[]

turnon(),
increaseSpeed()

(6) Pen

Attribute

Color char[]
inkLevel double
typesize double
capon bo

Behavior

removecap()
putcap()
refill()

7) player

runs int
wicate int
playerName char[]
totalmach int

playermatch()
Showtable()
CoandRun()

(8) mobile phone

Attribute

brand String char[]
batterylevel int
Storge int

Behavior

call()
message()
charge()
poweron()

9) Laptop

brand char[]
cison boolean

Start()
Shutdown()
charge()

(10) TV Remote

brand char[]
cison int
batterylevel boolean

turnon()
increaseVolume()
Changechanle()

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4) Inheritance => It is the way of Reusing already define class with is a Relationship.

2) It is the way of Reusing already define class with is a Relationship.

3) It is the way of Reusing already define class with is a Relationship.

4) It is the way of Reusing already define class with is a Relationship.

5) It is the way of Reusing already define class with is a Relationship.

6) It is the way of Reusing already define class with is a Relationship.

7) It is the way of Reusing already define class with is a Relationship

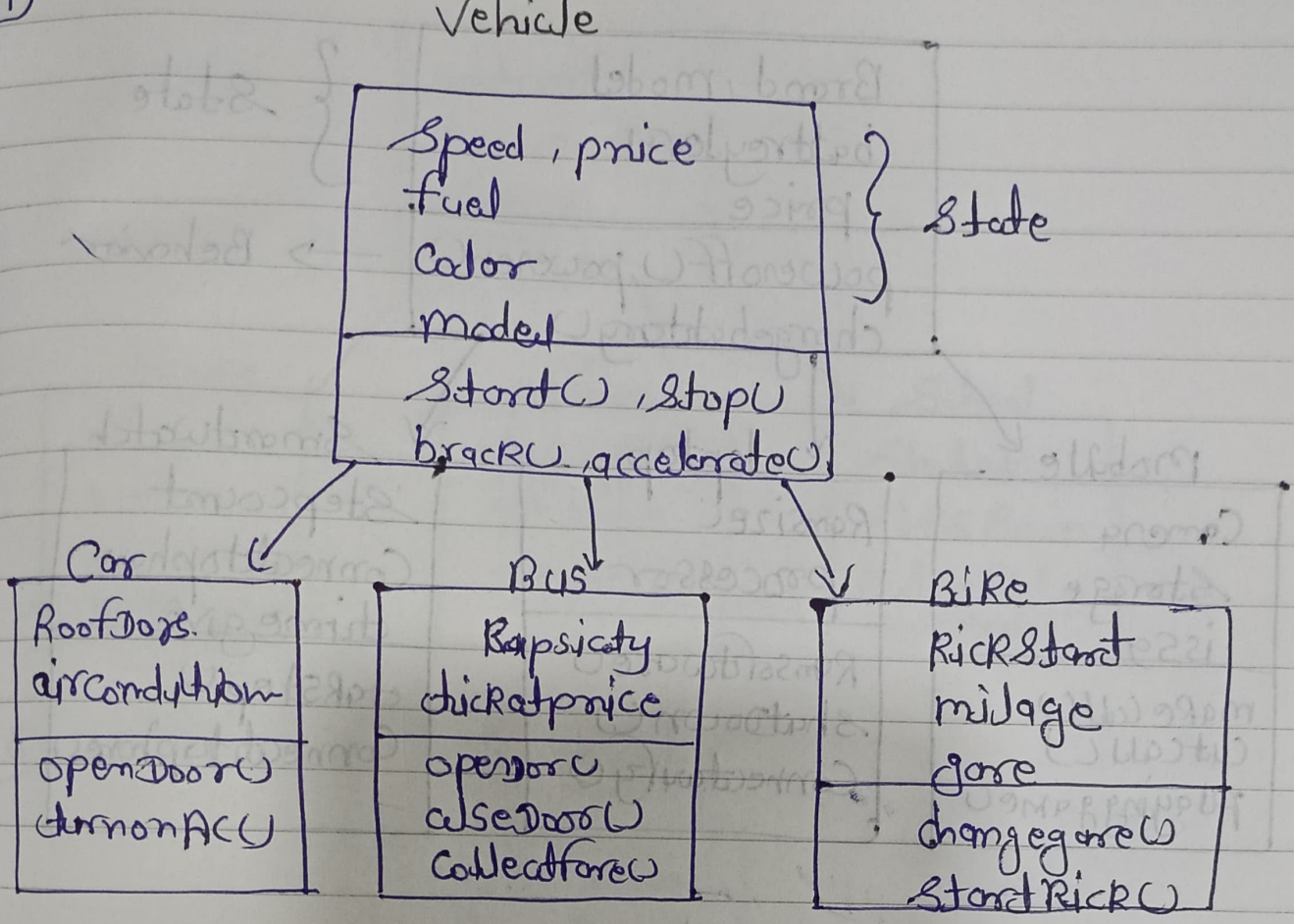
8) It is the way of Reusing already define class with is a Relationship

9) It is the way of Reusing already define class with is a Relationship

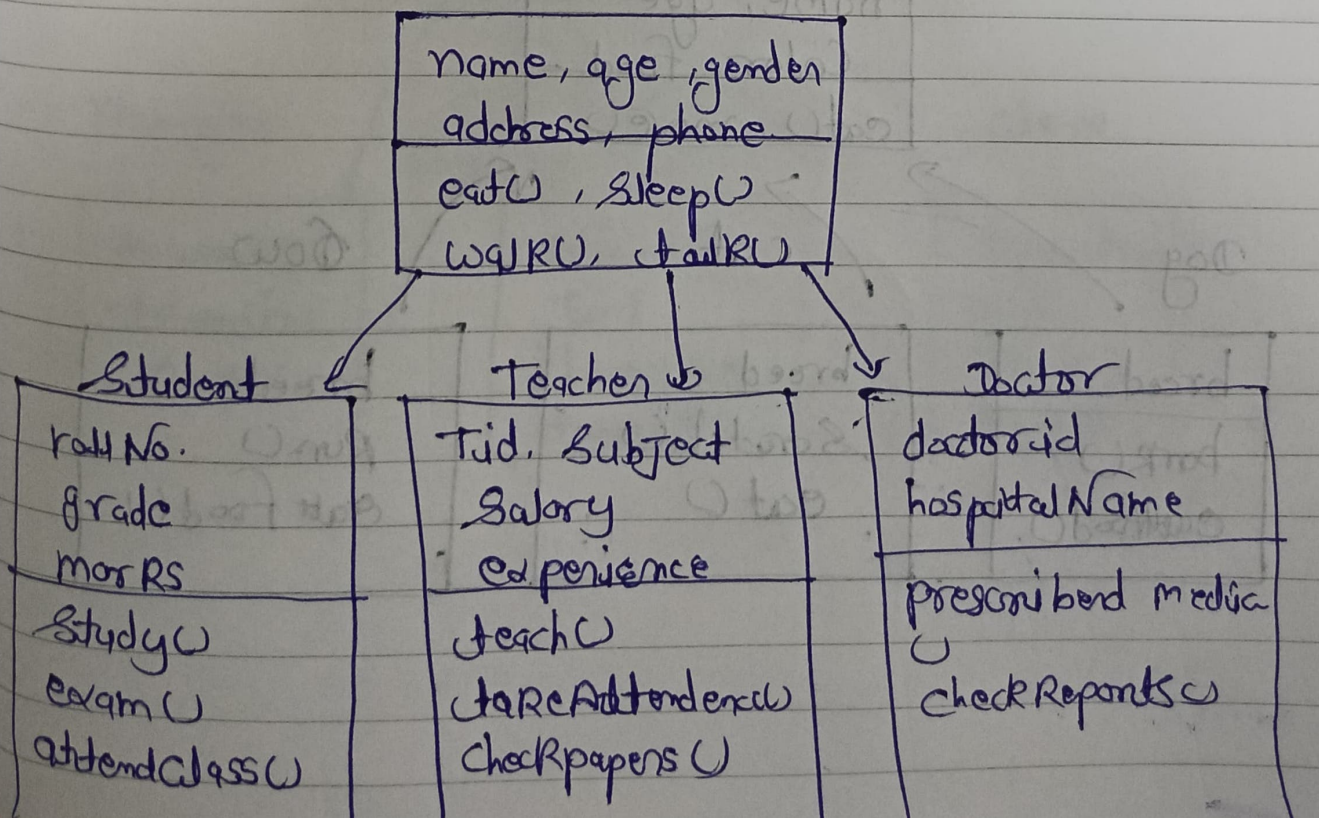
10) It is the way of Reusing already define class with is a Relationship.

Inheritance example

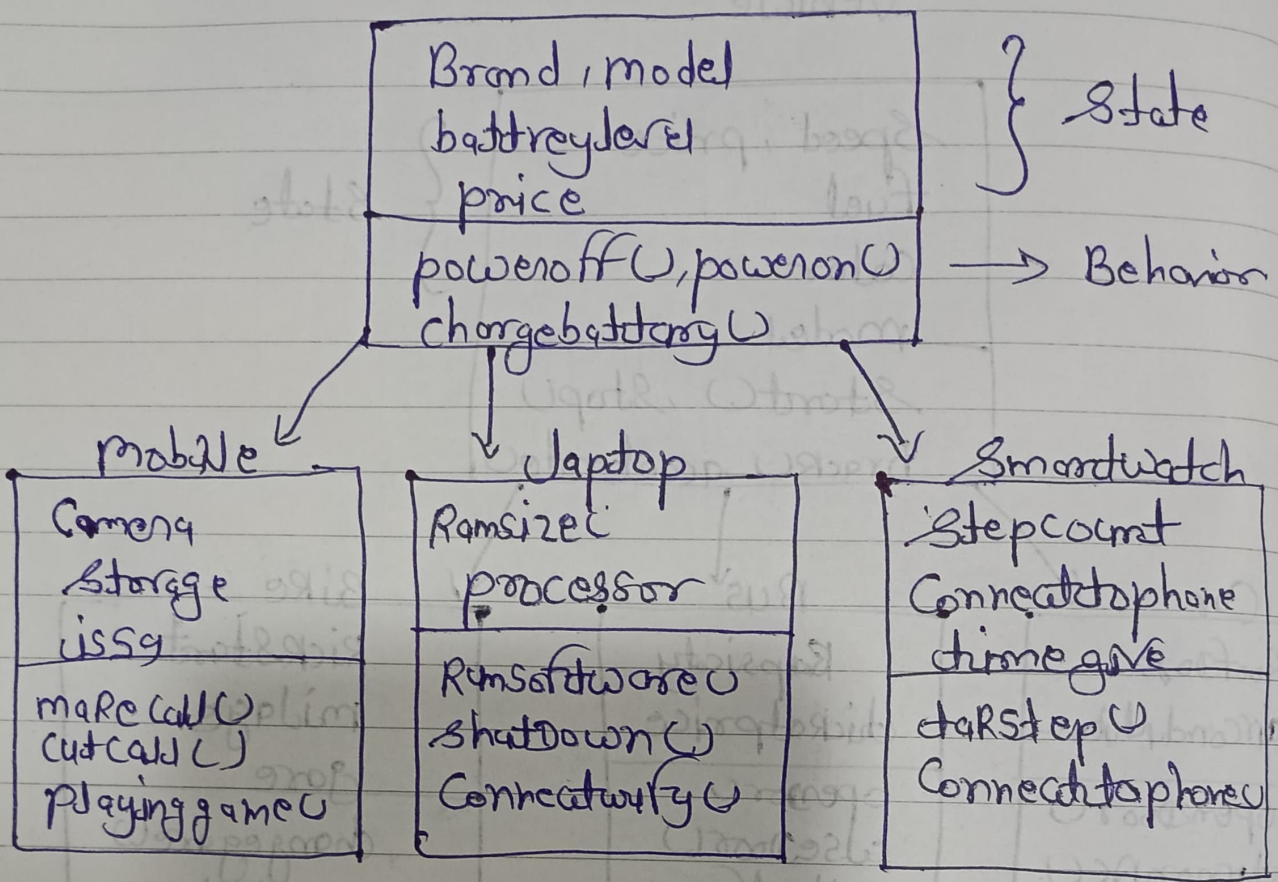
1)



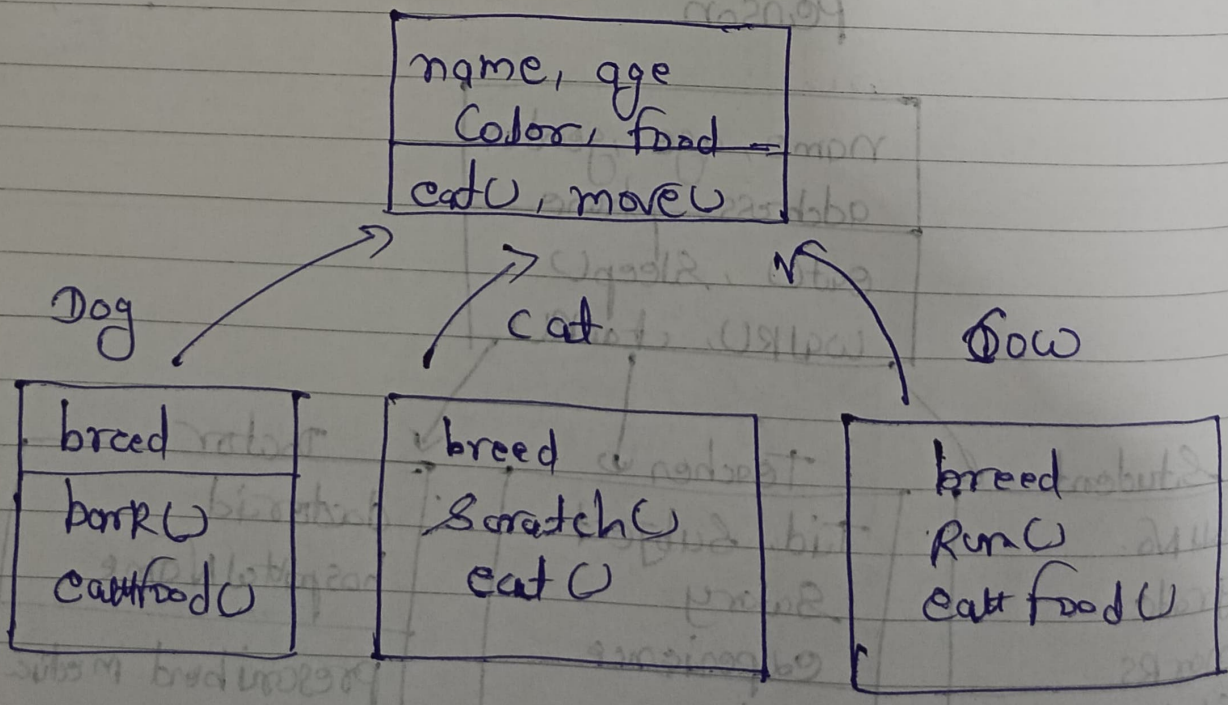
2)



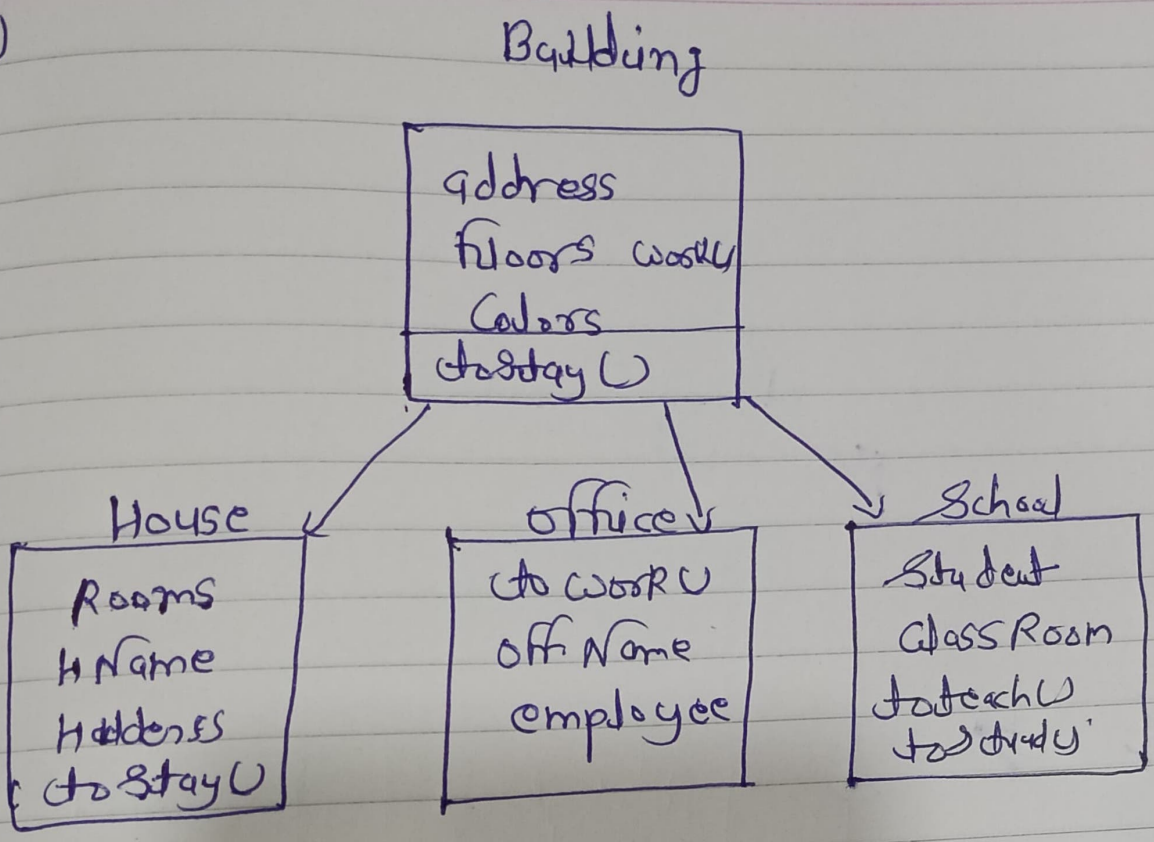
3) Device



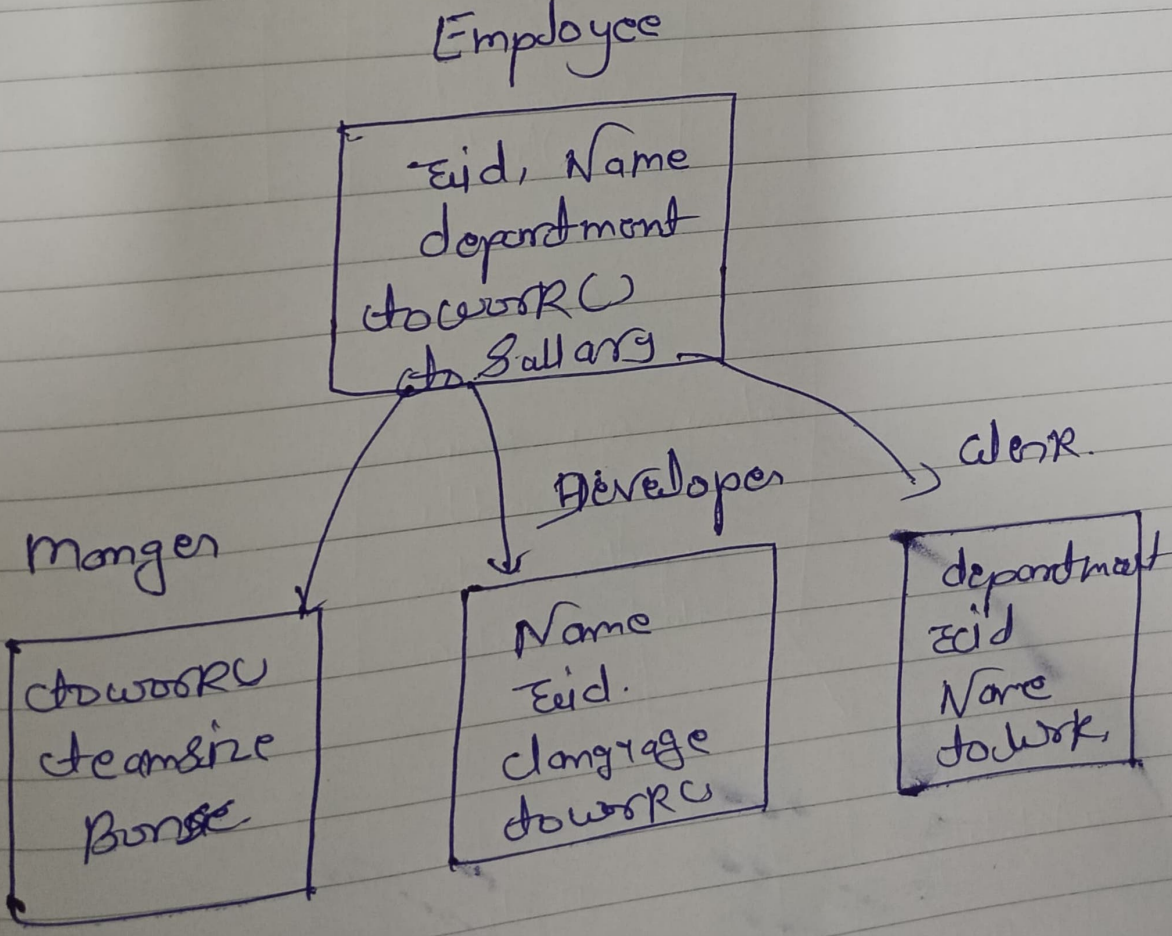
4) Animal



5)


Building
address
floors count
Colors
toStay()
House
Rooms
HName
Address
toStay()
office
toWork()
offName
employee
School
Student
ClassRoom
toteach()
toStudy()

6)


Employee
Eid, Name
department
toWork()
toSallary
Manger
toWork()
teamsize
Bonus
Developer
Name
Eid.
language
toWork()
clerk.
department
Eid
Name
toWork.

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5] polymorphism ⇒ is same message given to generalized way, showing the same behavior but implemented duffrently for diffrent objects.

2) polymorphism is a same message given to generalized way, showing the same behavior but implemented diffrently for diffrent objects.

3) polymorphism is a same message given to generalized way showing the same behavior but implemented diff. for duff. object

4) polymorephism is a same massage given to gomerilized way, showing the same behavior but implemonted. diffrently fore diffrent objects.

5) Polymorephism is a same massage given to gomerilized way, showing the same behaviore but implamented. diffrently fore diffrent objects.

6) Polymorephism is a same massage given to gomerilized way, showing the same behaviore but implamented. diffrently fore diffrent objects.

polymorphism ⇒

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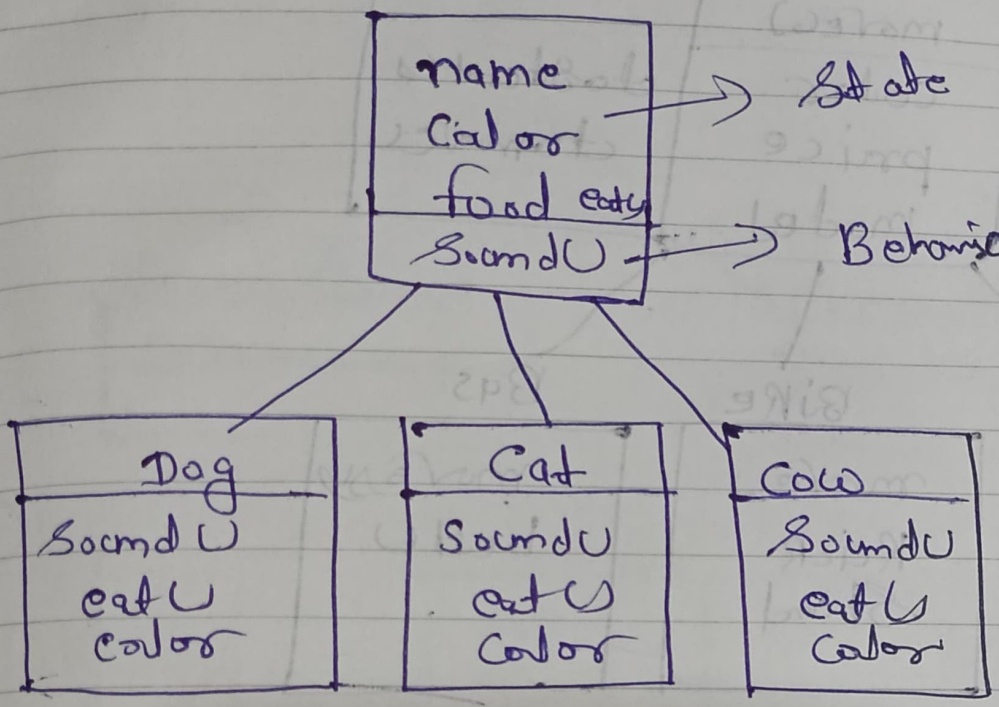
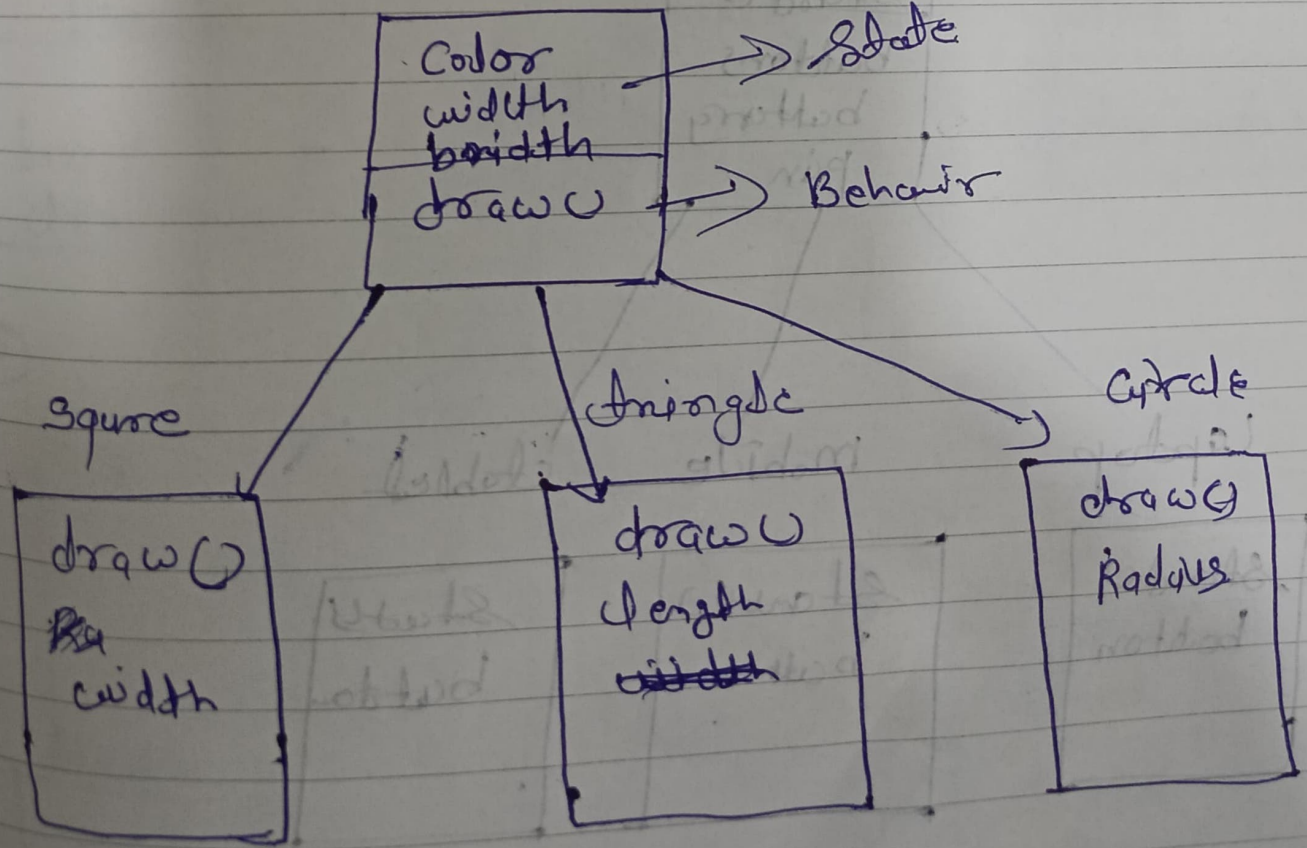
① Animal → class



② Shape → class



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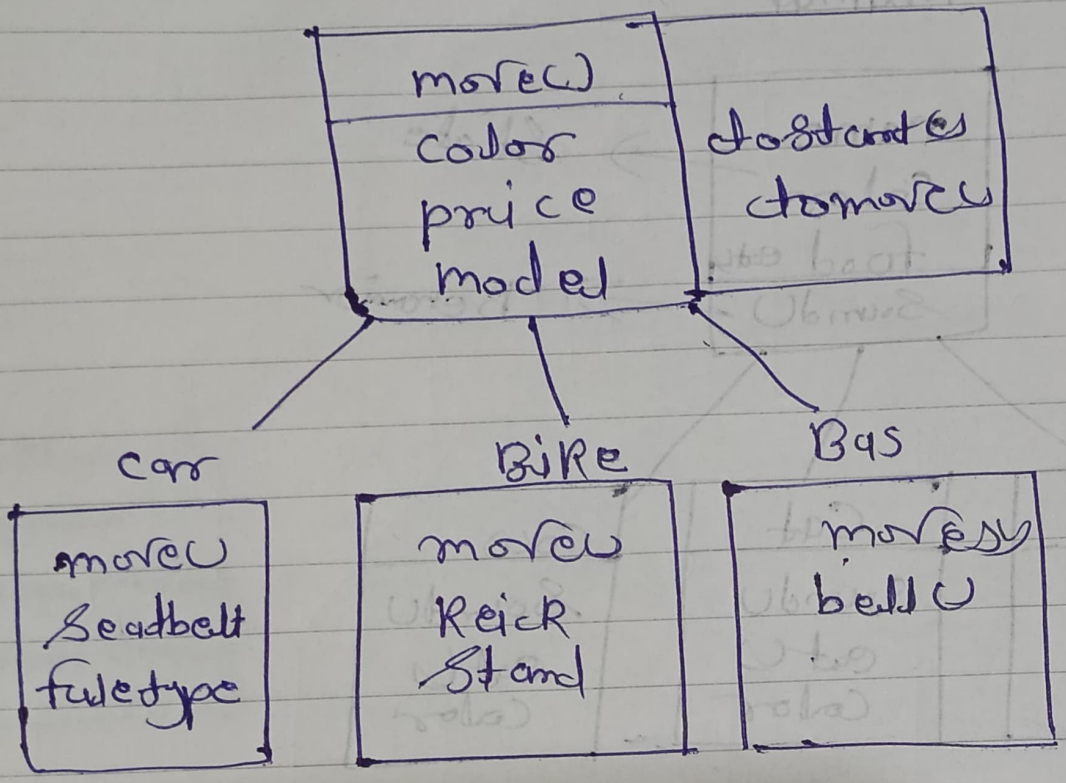
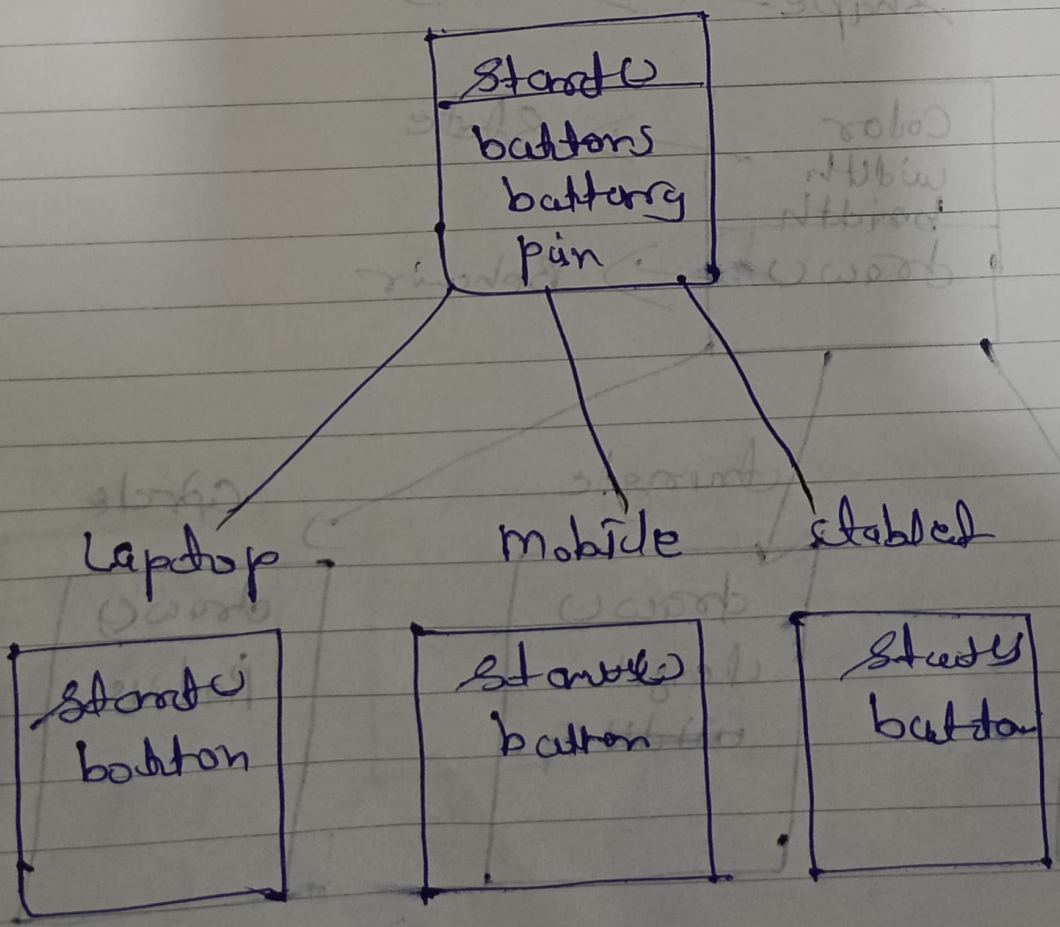
③ Vehicle

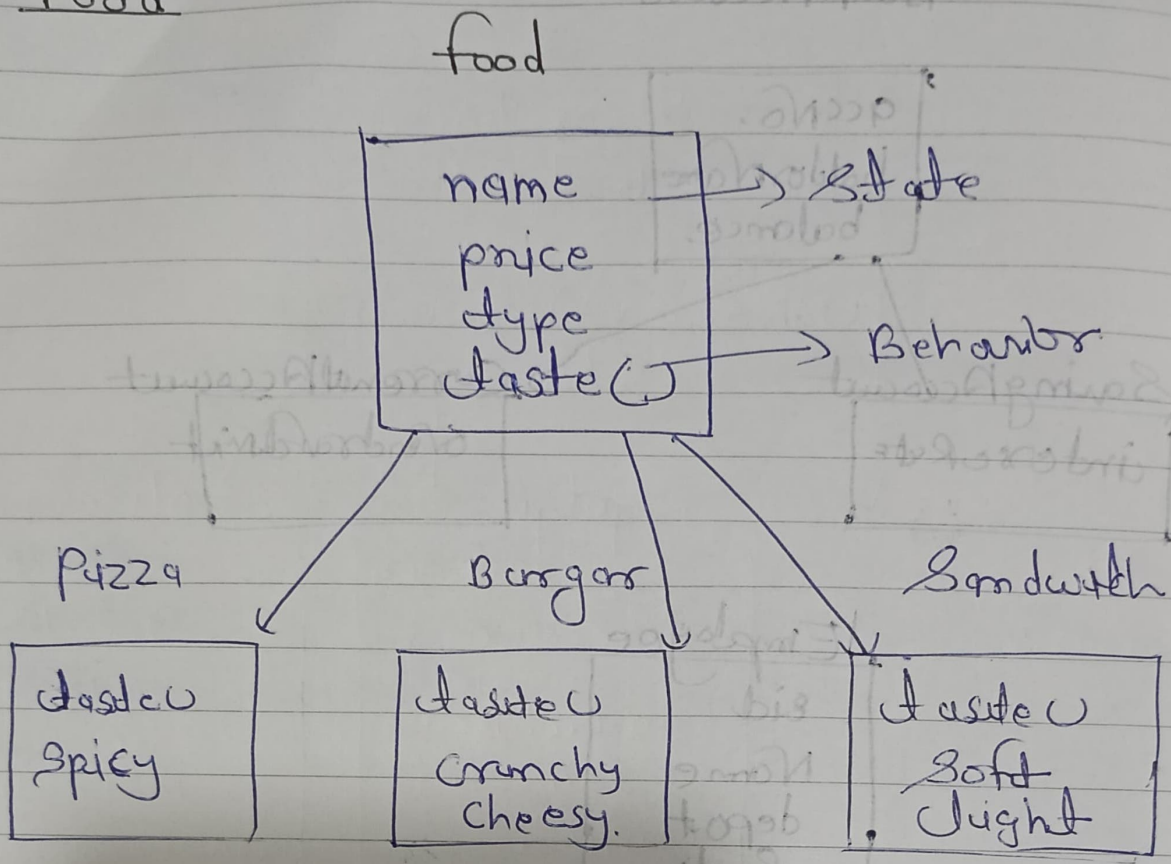


④ Device



Poly.

⑥ food


food
name
price
type
taste()
State
Behavior
Pizza
Burger
Sandwich
taste()
spicy
taste()
crunchy
cheesy
taste()
soft
light