**OOPS**

OOPS refers to Object Oriented Programming Approach

Here we map real object things to our coding stuff in such a manner that our code can be referred to real object entities

* CLASS
* DATA MEMBER
* PACKAGES
* ACCESS MODIFER
  + PUBLIC
  + PRIVATE
  + DEFAULT
  + PROTECTED

NOTE: kindly follow above diagram i.e allow to access data member via its function only

* CONSTRUCTOR
  + Allows us to assign value to all fields while making an object of It
  + Don’t have its specific name but having name same as its class
  + Does not have any return type
  + Called only while making an object of that class
  + TYPES OF CONSTRUCTOR
    - Parameterized Constructor
    - Non-Parameterized Constructor
    - Constructor Chaining