1. What is OOPS?
2. Nothing but a concept.
3. What is concept
4. Specification set of formatted rules.
5. What is live object?
6. Object is entity that consist of rules. The object have state and behavior.
7. what will be state / behavior?
8. Every object is state / object. Performing action by that entity is called behavior.
9. What is class?
10. Template, blueprint, which define something.

Collection of object.

1. How will you define a class?
2. 1. What that object is.

2.

Data encapsulation => to satisfy this created identifiers (static, public, private)

* To hide entire data

Data abstraction => to limiting the particular validation / giving access to user.

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Cood roots => how you can reduce redendent data.

Why you shoud have redendent data.

1. It will create a lot of space.