

OOPS CONCEPT

Java OOPs Concepts - Classes, Objects and Methods in Java (Hindi) | www.smartprogramming.in

OOPs

- Object Oriented Programming System/Structure
- ⇒ OOP is a programming paradigm/methodology
 - Object Oriented paradigm
 - Procedural paradigm
 - functional paradigm
 - logical paradigm
 - structured paradigm

6 main pillars of OOPs are:-

- class
- inheritance
- abstraction
- object & methods
- polymorphism
- encapsulation

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```

graph TD
    eat[eat()] --> Animal
    run[run()] --> Animal
    Animal --> Dog
    Animal --> Cat
    Dog --> Birds
    Cat --> Birds
    Birds --> Sparrow
    Birds --> Peacock
    Birds --> Vehicles
    Vehicles --> Car
    Vehicles --> Jeep
  
```

OOP's

→ 1. class is the collection of objects

2. class is not a real world entity. It is just a template or blueprint or prototype

3. class does not occupy memory.

→ syntax:- access-modifier class ClassName

{

- methods
- constructors
- fields
- blocks

}

→ nested class

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OOP's

⇒ 1. Object is an instance of class

2. Object is real world entity

3. Object occupies memory

⇒ Objects consists of:-

- 1) Identity:- name
- 2) State/Attribute:- color, breed, age
- 3) Behavior:- eat, run

⇒ How to create an object:-

- new keyword
- clone() method
- newInstance() method
- deserialization
- factory methods

