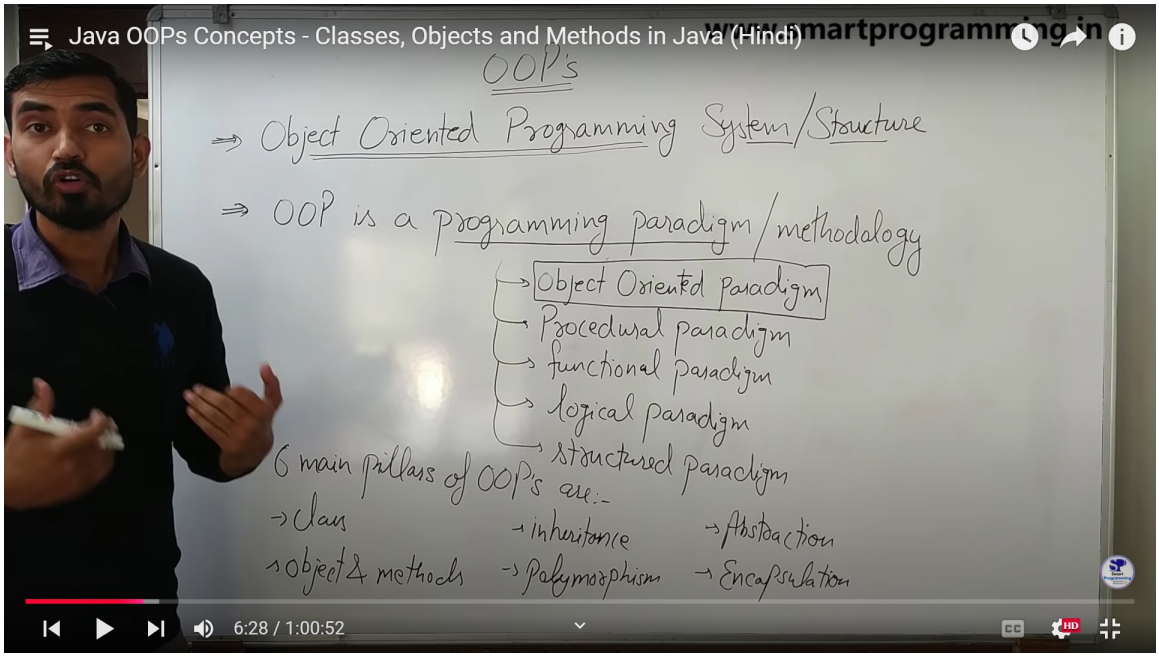
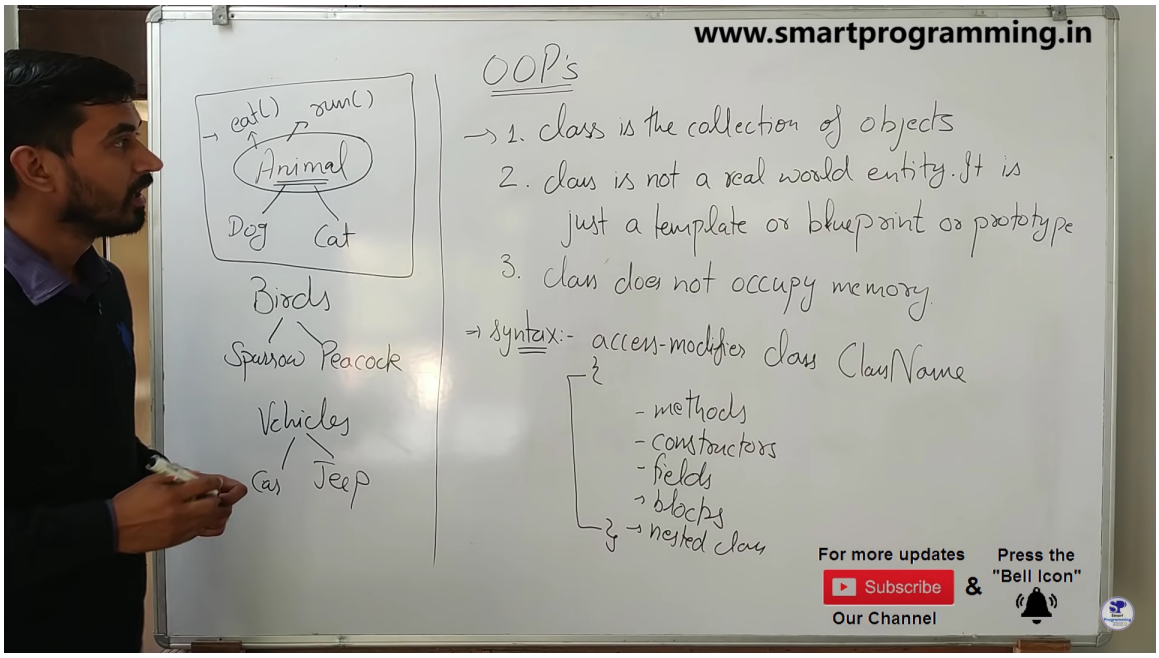
OOPS CONCEPT

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OOP's
eat()
run()
Animal
Dog
Cat
Birds
Sparrow
Peacock
Vehicles
Car
Jeep
→ 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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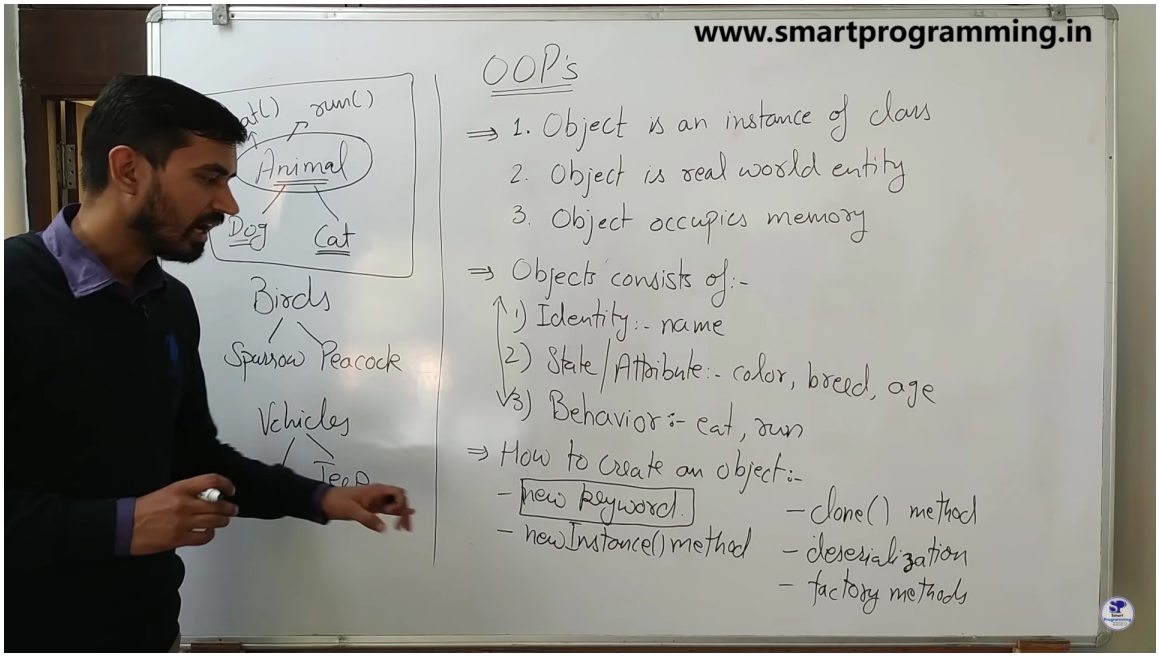
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⇒ 1. Object is an instance of class
2. Object is real world entity
3. Object occupies memory
⇒ Objects consists of:-
1) Identity:- name
2) State/Attribute:- color, breed, age
3) Behavior:- eat, run
⇒ How to create an object:-
- new keyword
- newInstance() method
- clone() method
- deserialization
- factory methods