**MODULE 3.1 (C++ Basic)**

**Q-2.** What is OOP? List OOP concepts

**Ans-2. Object** means a real word entity such as pen, chair, table etc. **Object-Oriented Programming** is a methodology or paradigm to design a program using classes and objects. It simplifies the software development and maintenance by providing some concepts:

List OOP concepts

* **Classes & Objects**
* **Abstraction**
* **Encapsulation**
* **Inheritance**
* **Polymorphism**

**Q-3.** What is the difference between OOP and POP?

Ans-3. **Difference between OOP and POP:**

| **OOP** | **POP** |
| --- | --- |
| Object oriented. | Structure oriented. |
| Program is divided into objects. | Program is divided into functions. |
| Bottom-up approach. | Top-down approach. |
| Inheritance property is used. | Inheritance is not allowed. |
| It uses access specifier. | It doesn’t use access specifier. |
| Encapsulation is used to hide the data. | No data hiding. |
| Concept of virtual function. | No virtual function. |
| Object functions are linked through message passing. | Parts of program are linked through parameter passing. |
| Adding new data and functions is easy | Expanding new data and functions is not easy. |
| The existing code can be reused. | No code reusability. |
| use for solving big problems. | Not suitable for solving big problems. |
| C++, Java | C, Pascal. |