

# OOPS CONCEPT IN REAL LIFE



# Object-oriented Programming

<b>Object</b>	-Instance of Class
<b>Class</b>	-Blueprint of Object
<b>Encapsulation</b>	-Protecting our Data
<b>Polymorphism</b>	-Different behaviors in different instances
<b>Abstraction</b>	-Hiding our irrelevant Data
<b>Inheritance</b>	-One property of the object is acquiring another property of an object



# Class & Object

**Object**

BMW



**Car**  
class



Color  
Weight  
Speed  
Model

**Data members**

Common features



startCar()  
changeGear()  
slowDown()  
brake()

**method**

Common functionalities





# Encapsulation



**School bag can keep your book, pen,  
erasers, lunch box so on ...**



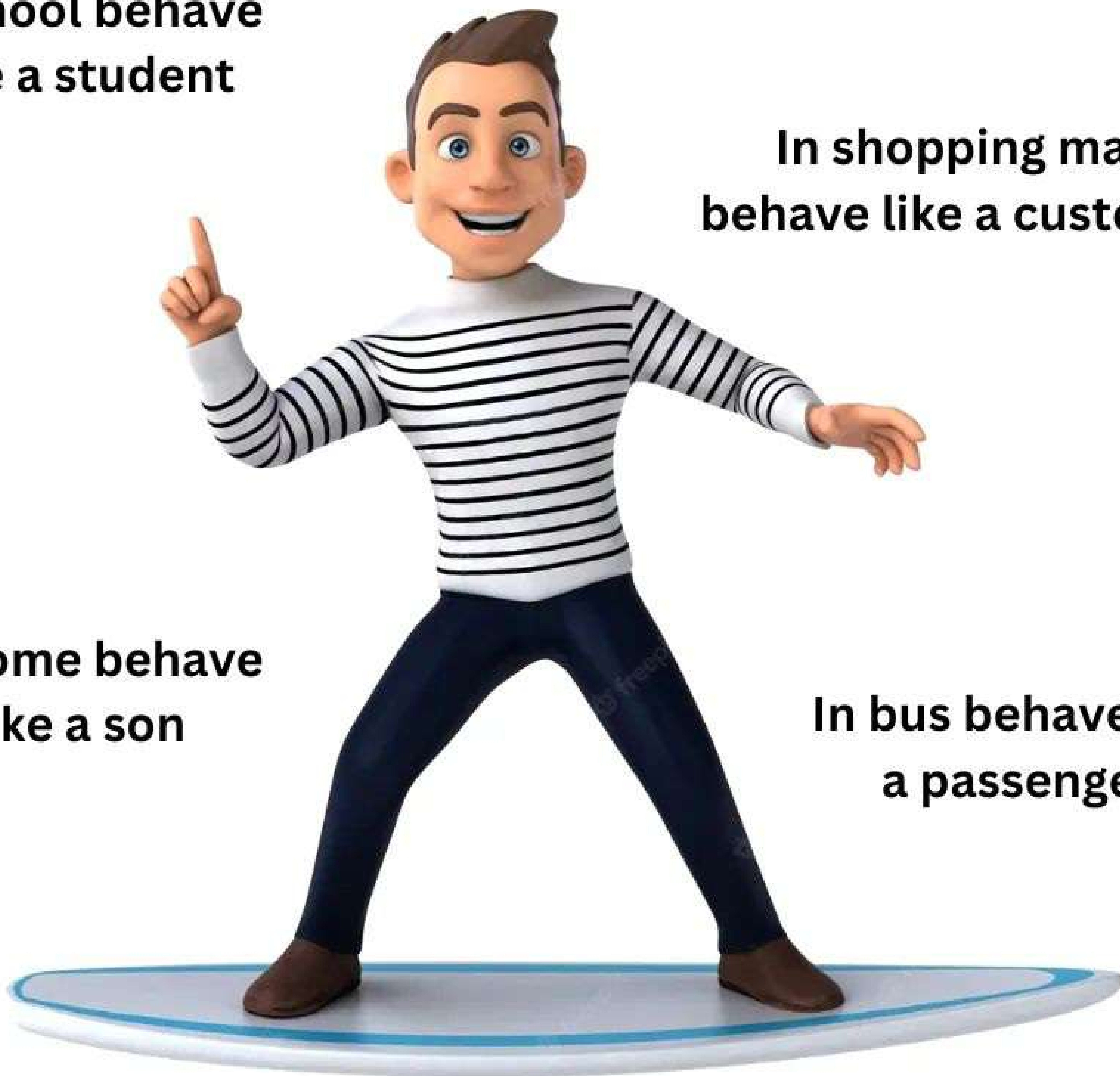
# Polymorphism

**In school behave  
like a student**

**In shopping mall  
behave like a customer**

**In home behave  
like a son**

**In bus behave like  
a passenger**



# Abstraction



**Even though it performs a lot of actions it doesn't show us the process. It has hidden its process by showing only the main things like getting inputs and giving the output.**



# Inheritance



**Mom and Daughter**

**Some properties of mom inherits  
by her daughter**

