In this video, You will learn the power of inheritance, polymorphism, encapsulation and abstraction

All Object oriented programming is, is a collection of collaborating objects. Each object is anthonomus concept that interact with another concept. The way you build object is by creating a blueprint. And then using that blueprint to instantiate them.

So a blueprint is a class that has a constructor , method, field and a property. Constructor just allows you to specifies anything that an object needs to be created. Basically a blueprint doesn't have to have a constructor but is an option.

An interface is like abstract class because all the methods which are declared inside the interface are abstract methods. It cannot have method body and cannot be instantiated.

It is used *to achieve multiple inheritance* which can't be achieved by class. It is used *to achieve fully abstraction* because it cannot have method body.

Its implementation must be provided by class or struct.

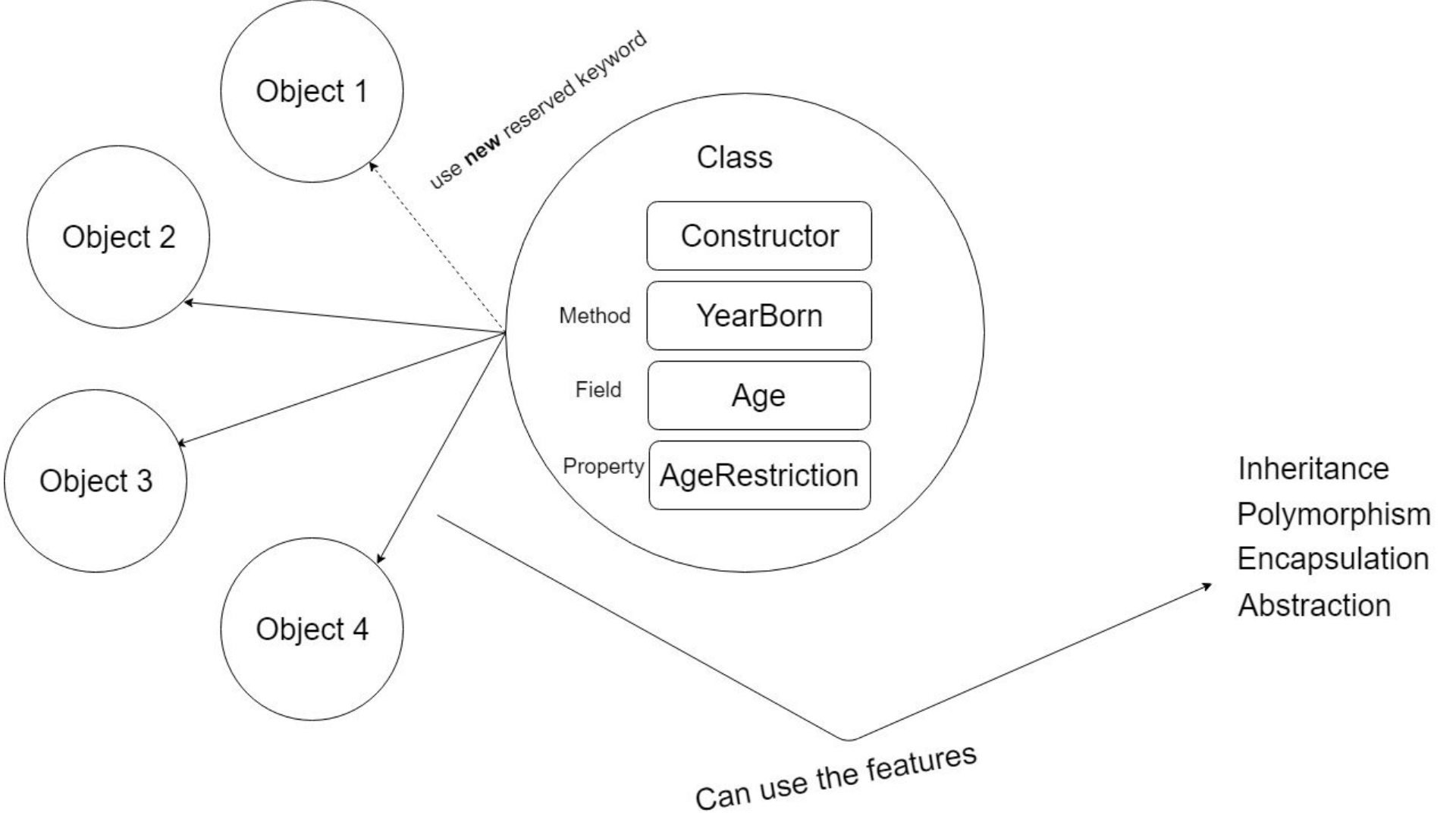
Building blocks of object Oriented programing

Methods are just behavior on an object that performs some kind of functions on the values pass in from the constructor or other values. The bottom line is that method and behavior is an object, that's all.

Field is know as private member of the class, they don't have to be, but the best practice is to keep them private. Fields are set when you pass value into the constructor.Properties are way to expose any field you choose to.

Once we have a blueprint they are nothing until we use them to create an object. The process of creating an instance of the class is called an object. And we use the new reserve keyword to perform instantiation.

Once we have our object we can do some interesting stuff with them. Object oriented programing has four features which we can use on our object. Inheritance, polymorphism, Encapsulation and Abstraction. And this is where the power of object oriented programing comes in.


Object 1
Object 2
Object 3
Object 4
use **new** reserved keyword
Class
Constructor
Method
YearBorn
Field
Age
Property
AgeRestriction
Inheritance
Polymorphism
Encapsulation
Abstraction
Can use the features

Inheritance

One of the four feaTURES OF OOP. Inheritance allows one class to acquire attribute and behaviors of another class.

And once a class inherits from another class, the object instantiated from the class

Will have access to the attribute and behaviour of the class inherited from as well.

So you see the class inherited from has method, showfullname, fied lastname and firstname. And once a class inherits from that class you will have the original behaviour and then you have the new method and fields that are inherited from the new class.

Inheritance