Object-Orientation

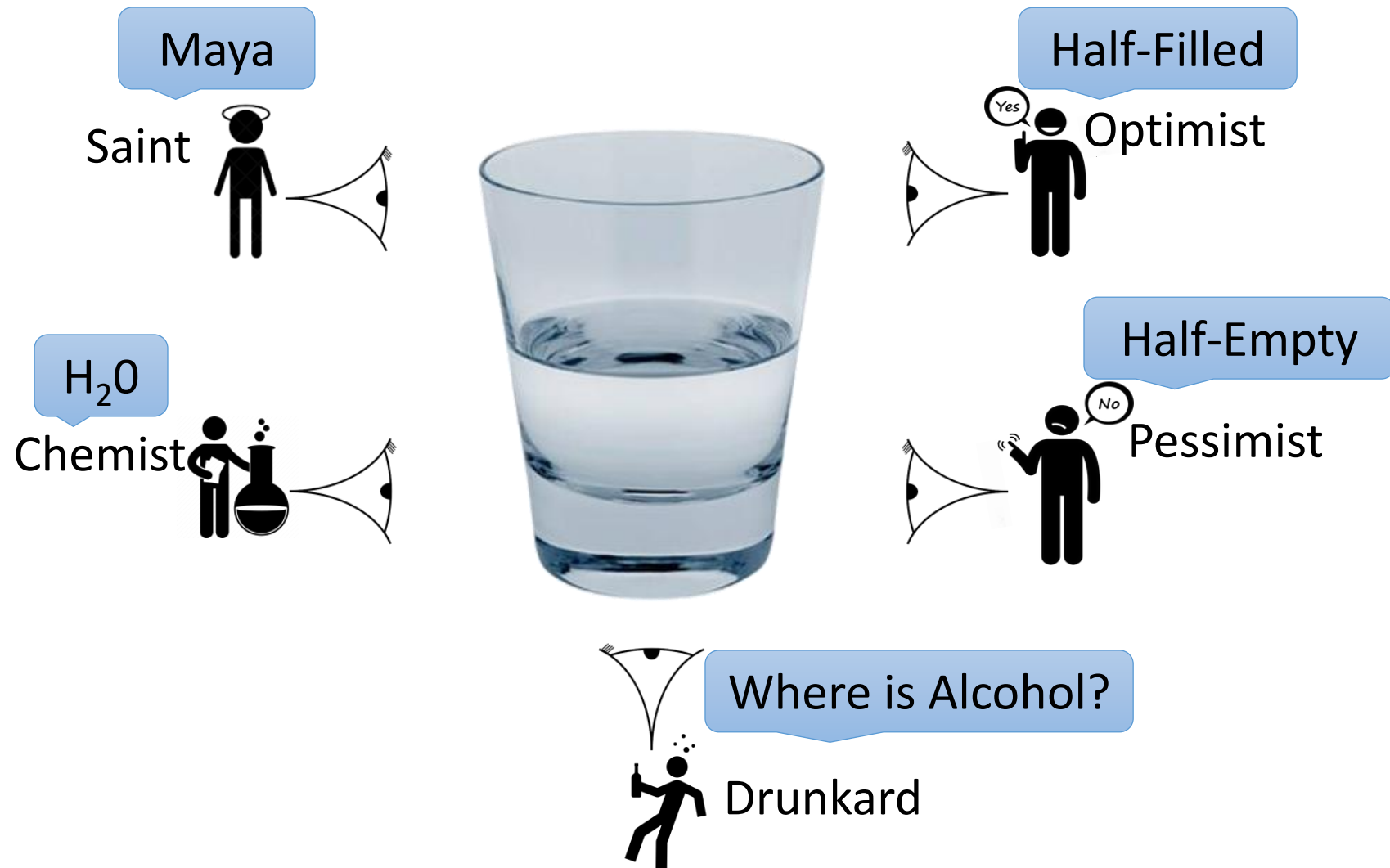## Orientation

- POV (Point of View)
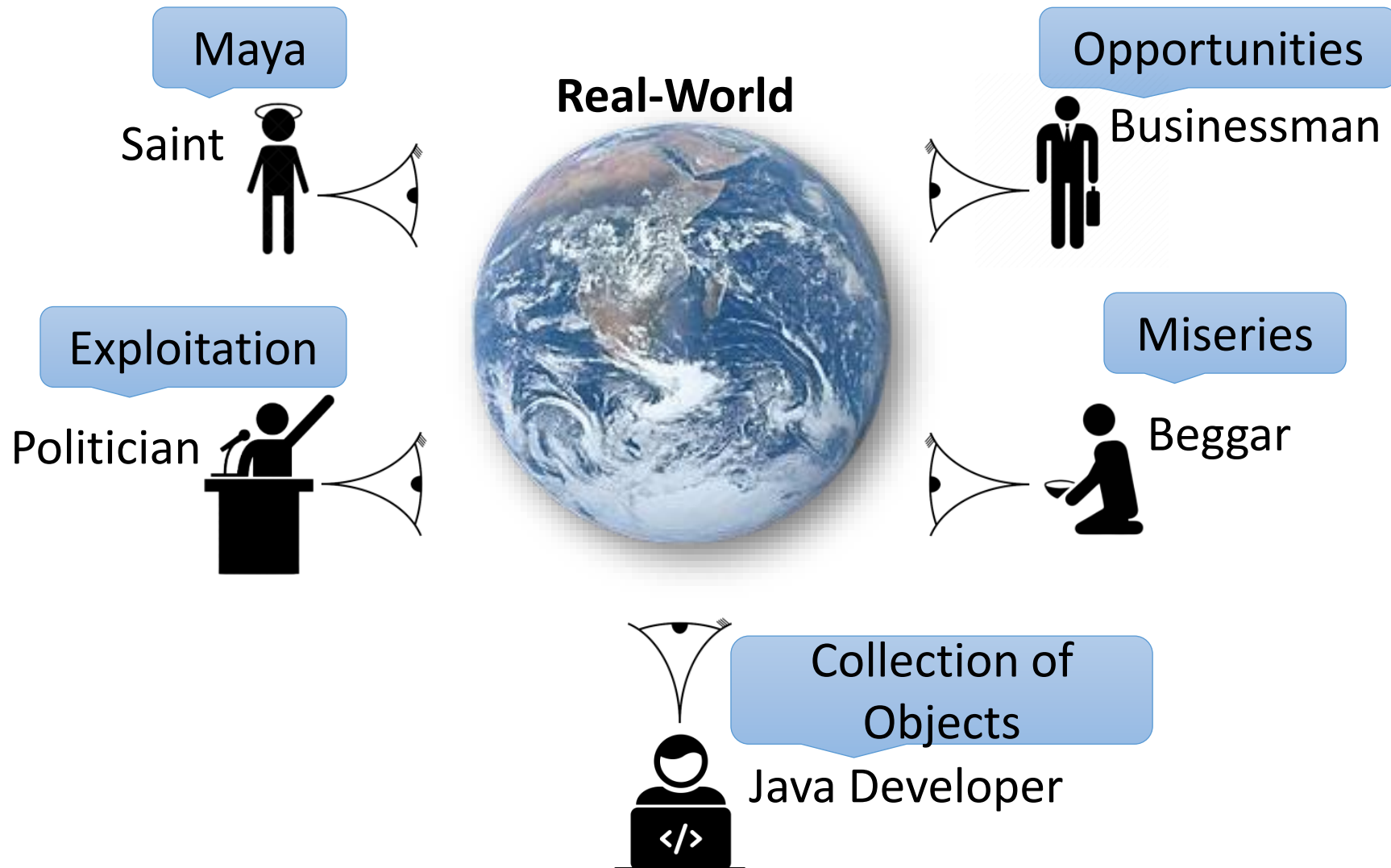
- Perspective

- The way of looking at something

Orientation / Perspective

Object-Orientation

Principles of Object-Orientation:

1. The World is a Collection of Objects.

2. Every Object is a useful Object. No Object is a useless object.

3. Every Object is in constant interaction with other objects. No object is in isolation.

4. Every Object belongs to a type. The type is technically called as a "class". The class does not exist in reality, only the objects exist in reality.

5. Every Object has 2 parts:
   1. Has-part
   2. Does-part

Objects in Real Life

Student

State/Properties   Has-part   Does-part   Behavior/Activity

name	eats
roll_no	sleeps
cgpa	writes
backlogs	reads

Fields   **Methods**