

OOP Concepts In General

*Fundamentals Of OOP :

- Abstraction , Encapsulation , Inheritance and polymorphism .

*Object (entity): A thing from real world or what you want to store and process data about it .

* Class : Template for creating objects and it has attributes and methods .

* Instantiation : Creating on object from a class .

* Constructor : means using special method called now .

- * All programmer needs to know is the name ogf the class , properties and methods are available any data .
- * Abstraction : Means want to know data and its task or your interested to know everything about object .
- * Encapsulation : Hide complexity of the inner working of object .
- * Inheritance :Class can derive its method and properties from another class .
 - It has some extra properties and methods of its own .
 - Base class : The class at the start of the Inheritance hierarchy .
 - Sub class : Any class is derive from another class .

- Super class : The class from which the subclass is derived and its also base class .

* Polymorphism : A class can implement an inherited method in its own way .