

OOP Article

- OOP : Mean Object Oriented Programming , and it helps you to develop complex applications in a way that is easily maintainable and scalable.
- In oop interaction between you and application by objects .
- Class : A model or map a real-world entity to template of data and functionally .
- Object is an instance of the class .
- Private properties mean can only accessed from within the class .
- Constructor : Class method which is called automatically when you

instantiate an object and found it by (`__constructor`) method .

- New keyword (`()`) ; instance an object of any class along with its class name .

- Encapsulation : An important aspect of OOP that allows you to restrict access to certain properties or methods of the object .

- Access level : Are three public (you can access and modify from any where), private (can be accessed from and within the class) and protected(can be accessed by the same class) .

- Inherited class called parent class .

- Polymorphism : Refers to the ability to process objects differently based on their data types.

- overloading method : *Lets you define multiple class methods with the same name but a different number of arguments and isn't directly support in php.*