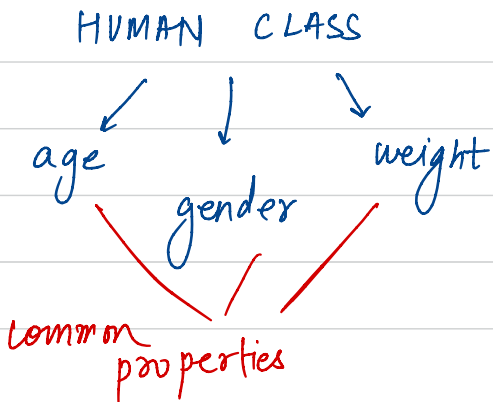
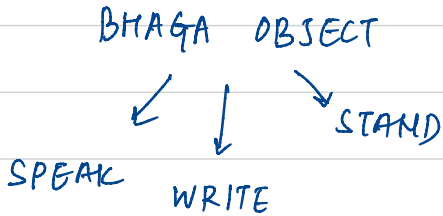


CLASS user defined data type
data member & member functions
blueprint of an object



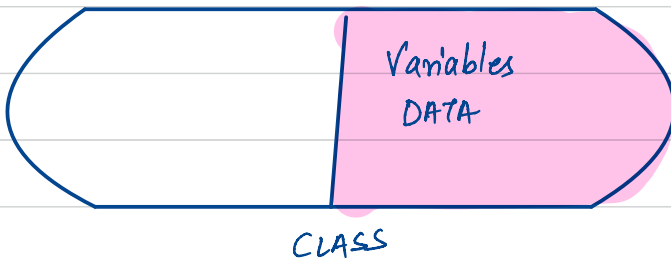
OBJECT instance of a class
when instantiated → memory allocated
represents real life entities



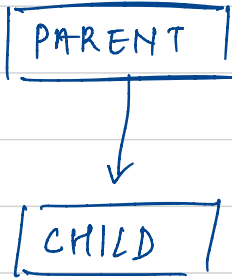
3. DATA ABSTRACTION only providing essential information
hiding background details & implementation

4. ENCAPSULATION variables or data of a class hidden
from any other class can only be accessed
through any member function of their class.

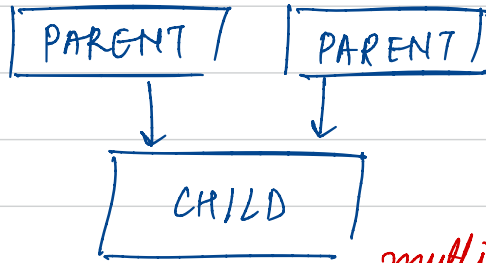
- data hiding from other classes



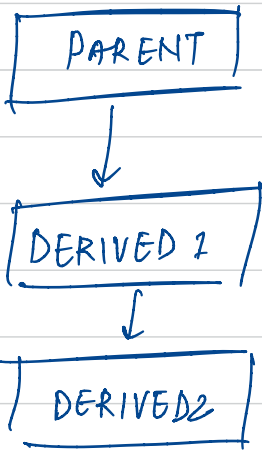
(5) INHERITANCE derive properties & characteristics from another class



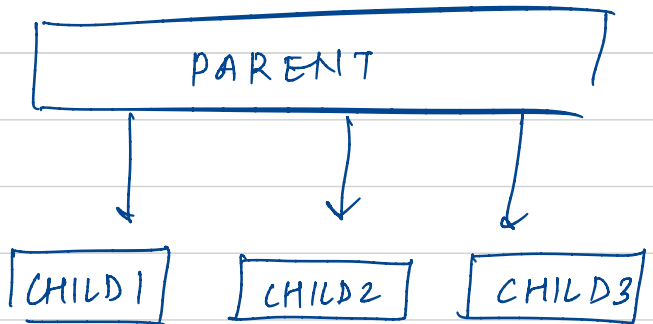
Single inheritance



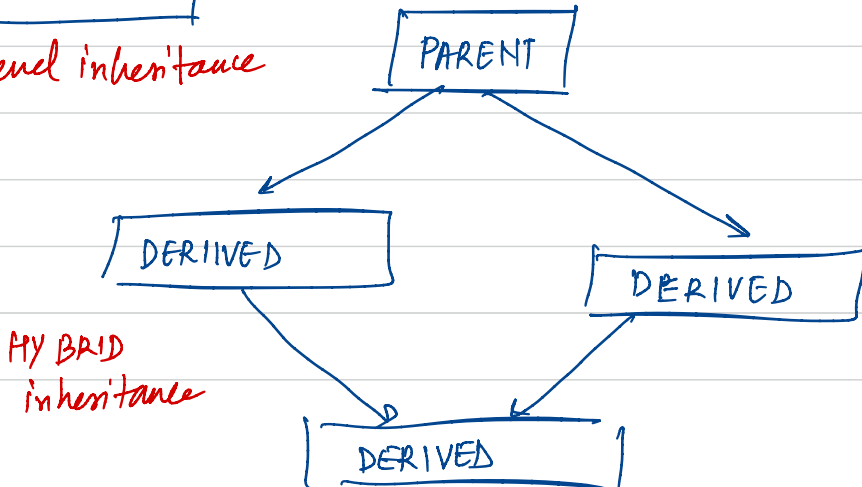
multiple inheritance



Multi level inheritance



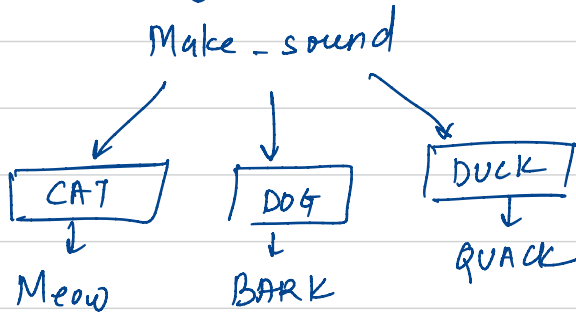
Hierarchical Inheritance



HYBRID inheritance

(6) POLYMORPHISM

Ability to have more than one form



(7) DYNAMIC BINDING

— code to be executed in response to function call is decided runtime

(8) MESSAGE PASSING

— Objects communication with each other by sending & receiving message

