Introduction to Probability :—

* Probability is the science of how likely events are to happen, at its simplest. Its connected with the Roll of die.

* Rules for probability calculation :- Which must be followed.

* Rule of substraction in probability.

* Rule of multiplication in probability

* Rule of addition in probability.

* Baye's theorem

In probability theory and statics, Bayes Theorem describes the probability of an event based on prior knowledge of conditions that might be Related to the events.

* Normal distribution :—

Its also known as guassion distribution is a probability distribution that is symmetric about the mean and more in occurence than data far the mean.

* PHP debugging Tools :—

i) X debug

ii) Debug bar

iii) Mac GRBP.

* Object oriented programming (oop):—

* It is a programming paradigm based on the concept of "objects" Which can contain data in the form of fields and code in the form of Procedures.

* oop is a computer programming Model that Organizes software design around data as objects.

* shared with non-ooplanguage.

* Variable and procedures.

* Object & classes.

→ object is an Instance of class.

→ classes is data format and available procedure for a given type as class if object.